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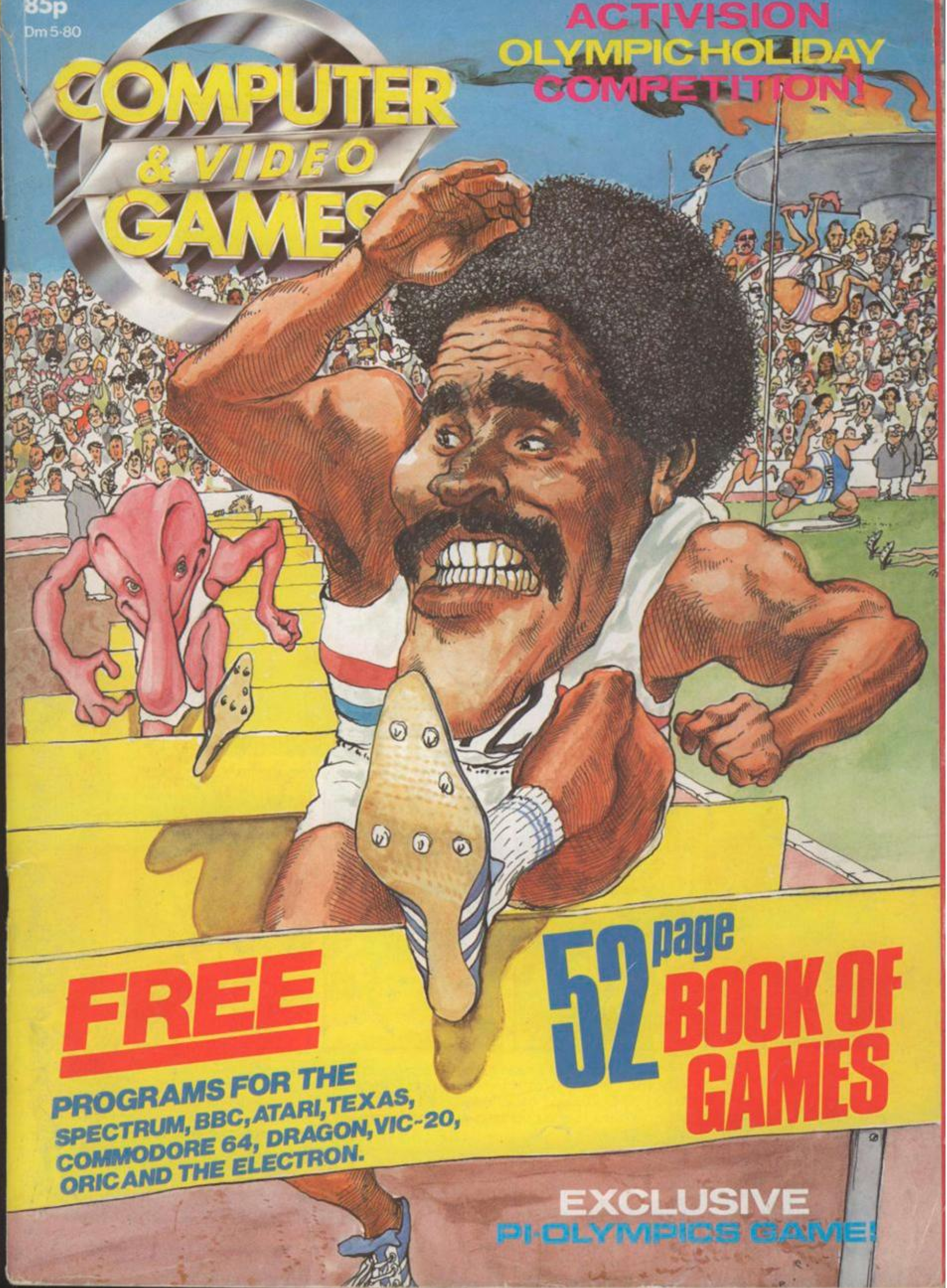

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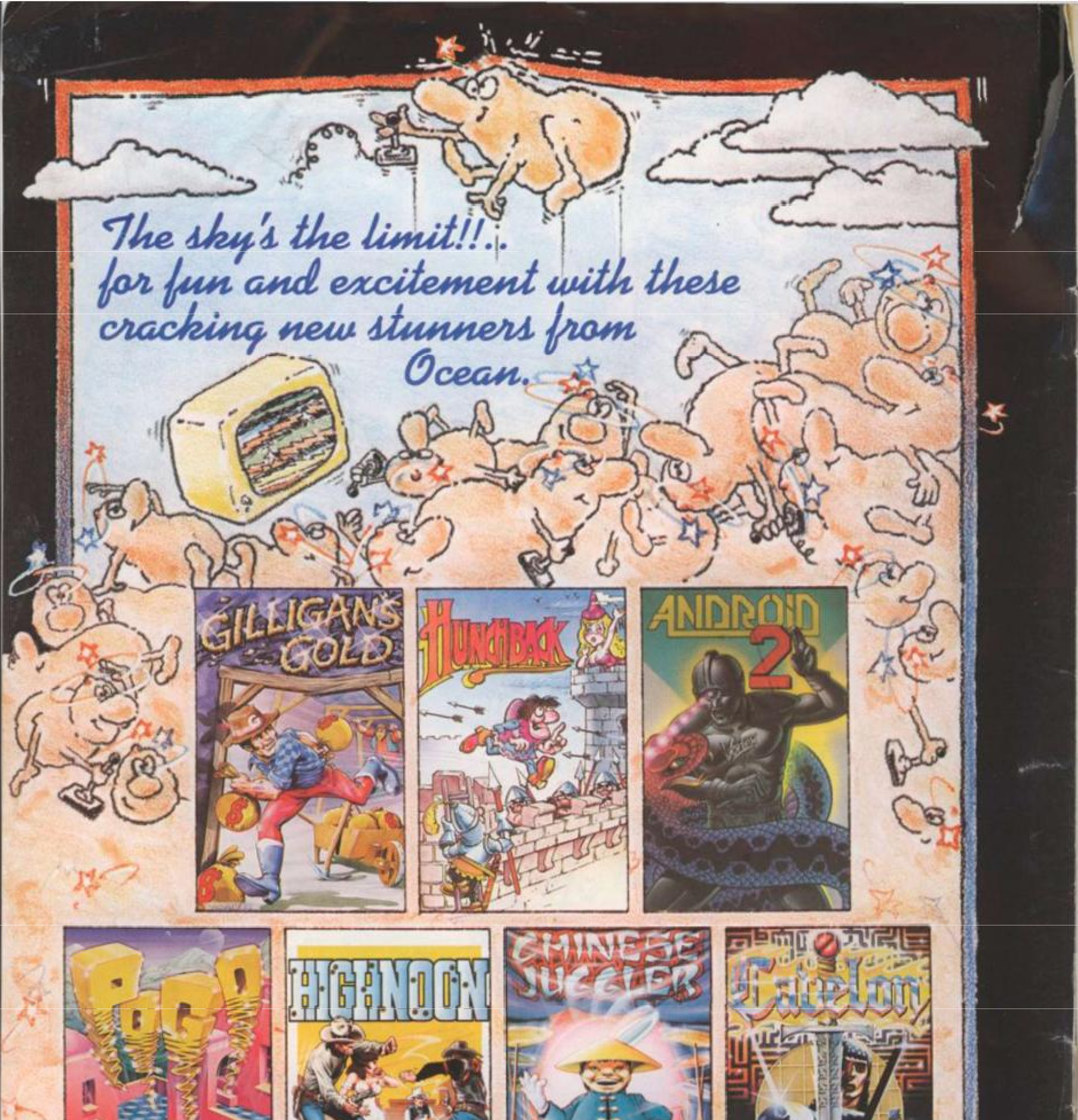
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EXCLUSIVE

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Illustrated by Charles Griffin

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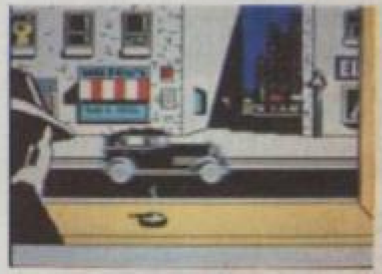

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PLEA FROM A TEXAN

Dear Sir,
Let's take a look at a situation where there are lots of Texas computer owners, where only decent cheap games work with Extended Basic but where no Extended Basic cartridges are available.

Surely in Ireland and England, where computers are the fastest growing industry, some bright spark of a software company would see this opening for a successful business venture?

Selling the cartridges would pose no trouble, for there is such a demand that one leading software outlet for Texas is prepared to travel to America to bring a certain number of Extended Basic cartridges back. However, this would at least double the price, bringing it out of most people's price bracket.

This is a solemn request, on behalf of all Texas owners who are being starved of software etc. now that the company has ceased its computer production, to any software company, to at least take a look at this situation and come up with the sensible solution.

Thomas Mulueme,
Ballymena,
Co Antrim.

BLEEPS FOR THE 64?

Dear Sir,
I own a Commodore 64 and noticed in the last issue of *Computer & Video Games* a listing from Anwar Ali and Gary Woolridge showing how to program the BBC to respond with a bleep when a key is pressed. Please could anyone tell me if it is possible to do this on a CBM64 and if so how?

Still on the subject of listings, under the features part of the contents I noticed the heading *Sound and Vision*. Eagerly I turned to page 56 but was disappointed to find no listing for the CBM64. If there is a way to do this please, please could you print it. Keep up the good work.

Steven Fenoceti,
Sheffield,
South Yorkshire.

Editor's reply: We'll try to persuade our resident graphics expert to write a sound and vision program for the 64, Steven. In the meantime, can anyone help out with that 64 bleep?

PRICE WAR RAGES ON

Dear Sir,
I agree most strongly with Alan Pashby's letter (*C&VG, May*) about the high cost of American software for the Atari. Not only do English-produced games equal them in terms of quality, but they also cater for the difference in TV standards, ie 60 Hz mains and NISC colour.

Not only do the games run at the wrong speed (possibly not a real problem) but the colours aren't always what they should be.

The Americans use a technique called artefacting in order to increase the range of colours available on a high-res screen, by exploiting a peculiarity of the pixel layout. The result for us poor users is sometimes disappointing!

Stuart Simpson's letter about the 600XL strikes me as rather sour grapes. He is perfectly correct in saying that some software won't run, but note the "some". This is really down to the programmer's use of illegal calls to the OS when warned not to. These are likely to be changed — as indeed has happened.

If he obtains a copy of the Silica Shop catalogue, all the "non-runners" are listed. The catalogue is also very comprehensive and, in the final analysis, the bad'uns are few — a worthwhile swap for a good keyboard and easier access to the extra graphics modes, I feel.

I also understand that Atari will sell you a copy of the 400/800 Basic to boot in if you have programs written in Basic which won't run on the new models.

Deryck Croker,
Wembley,
Middlesex.

PROBLEM SOLVED!

Dear Sir,
I am writing in reply to S. Simpson's letter, in May's edition of *C&VG*, about not being able to load some of the Atari distributors' software. It is quite easy to solve. When loading a boot tape, you usually switch off but keep start pressed down and switch on. This is all right for the 400/800 but for the XL models you do as follows: Switch OFF, keep OPTION & START pressed down and switch ON. This is not very clear in the new manual that you get with an XL model.

After doing all that, you can still play all of your favourite games without any fear of them not loading.

J. Askew,
Kingsthorpe,
Northampton.

CROSSWORD ANTICS!

Dear Sir,
The idea for a crossword competition was a good one, but surely the answers didn't need to be printed on the following page.

Also, has any Spectrum owner noticed that if you press CAPS SHIFT, V and B all at the same time, this gives L BREAK into program, as if the break key had been pressed.

Has anyone managed to struggle through *Ant Attack*? After rescuing 10 boys/girls, you are declared a real hero — never a heroine — and presented with a solid gold medal.

A tip for budding explorers! There is a second exit near the top end of the west wall, useful for quick escapes and more points. Can anyone beat 42,000?

Keep up the good work. Any chance of one of the crossword tee-shirts?

Duncan Campbell,
Morpeth,
Northumberland.

Editor's reply: OK! You spotted our deliberate April mistake. Sorry, you don't qualify for a tee-shirt. Only the first half-million people who spotted the crossword answers qualified!

MEMO ON MEMOTECH

Dear Sir,
Having started computing on a ZX81, I upgraded to a Spectrum and then had the intention of further upgrading to the QL.

However, not wanting to be at the back of a four-month queue, I decided to change to another manufacturer (whom I had had some experience with due to the high quality add-ons for the ZX81). I therefore purchased the MTX 512.

I would certainly recommend the Memotech series, with built in assembler/disassembler, four channel sound, 16 video RAM, 31 sprites and NODDY (after using BASIC's simple but relatively ineffective "Print at" statements) to name but a few of its good points. What could be better?

S. Drakeford,
Rubery,
Birmingham.

Please drop us a line at: Computer and Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

mailbag
GPO

NO MORE PEEKING!

Dear Sir
Here are a few useful pokes for budding Oric 1 owners.

Program Protection:
Poke 555,64 disables the reset key.
Poke # 1 B,Peek(#FFFC) at the start of a program is rather more effective.

When a program is RUN, any attempt to RESET, CTRL—C or DELETE a line will result in a complete loss of program.

No more PEEKing!

David Curtis,
Leigh-on-Sea,
Southend.

PLAYING OUR TUNE!

Dear Mr Editing-type person, hello there! The idea of having music while you play is good, despite comments from P. Knee suggesting otherwise. The PiMan's Greatest Hits, available from Automata—wow! a saxophone, is this a clue?—for the price of £3, really helps me on *Pengo* from Watford. Please can you put *Pengo* in the *Hall of Fame*, because it is really good.

The *Arcade Action* pages have been missing their tips for quite a while now. Please start printing tips again. Also, why not have a similar thing in the Games News pages?

Bug Hunter and *Program Extra* are all very well for short tips, but tips on the whole thing need to have their space as well.

Activision's *Decathlon*—a certain arcade company may start throwing fireballs and such-like around, because *Decathlon* is very close to the arcade *Track and Field*, and it's got more events!!!

The Slik Stik could be good for *Decathlon* as the longer the stick is, the further you have to move it, thus slowing you down. It'll never work on the Intellivision, though.

One final challenge. Do well at *Decathlon* on a Suncom Joy-sensor!!!

J. Yeates,
St Clement,
Jersey.

Editor's reply: Arcade tips will appear from time to time on the *Arcade Action* pages and we reckon Professor Video will keep games players supplied with useful tips on computer games.

DOWN ON THE UPSTART

Dear Sir,
With regard to A. Myers' letter in the May issue of *Computer & Video Games*, I would like to stick up for Keith Campbell's views on Richard Shepherd's *Urban Upstart*.

I have played this game longer than Keith Campbell has—but I still agree with most of the things he said. OK it's an original adventure and not your typical dragons and wizards cliché.

However, the graphics and descriptions hardly stimulate the imagination. In fact, the graphics could and should have been dispensed with to leave room for more rooms or better vocabulary.

Paul Stollard,
Bury St Edmunds,
Suffolk.

FLIGHTS OF FANTASY

Dear Sir,
I read with interest the article concerning fantasy role playing games in your *Book of Adventure* supplement, as I have been playing such games now for a few years.

I would like to comment on a couple of points. *Dungeons and Dragons* is no longer the most successful game, having been outvoted by *Runequest*, which in my mind is far more logical and realistic.

Secondly, it is mentioned in the article that the Dungeon Master creates a multi-level dungeon, featuring monsters, etc. What this description details is a form of play that has not been played on a wide scale for many years.

I would like to follow up by mentioning that a number of postal games are run on an amateur basis which, unlike games such as *Starlord*, etc, don't cost £2 per turn but just the return postage and a moderate initial fee to cover any photo-copying needed. Most such games are run in non-profit making magazines, produced by one or two guys as a hobby.

Such games include *Diplomacy, Snits Revenge* and *En Garde!*—there is even a game called *Finchley Station* which uses a London Underground map as a board!

This leads me to say that if anyone is interested in postal or role-playing games, my own magazine *Vacuous Grimoire* sells for a mere 50p including p&p and contains a number of openings for postal games. If people include a SAE, I'll also give them a rundown on role-playing games, including what they need to get started in this great hobby.

Richard Roberts,
Eastleigh,
Hants.

MAKING GOOD CONNECTIONS

Dear Sir
In reply to Stuart Simpson's letter in the May 1984 issue, may I say that the old 410 recorder is quite easy to connect to the 600 XL as I have one also. It is possible he has damaged the lead.

As for the software, shop assistants should tell you that about 10 per cent of 3rd party Atari software won't work, not as you say, most. All Atari software will work on the XL.

As he has a 400, I am sure he must have heard of *PAGE 6* (the magazine). Even if not, in there is a special XL column which informs interested parties that a translator is available for the XL that boots the 4/800 operating system which will allow virtually any program to run on the new range (with the exception of *Soccer, Bandits* and *AE*).

I would also like to mention that in your review column you do not say whether the games have a version for other micros. For example, O'Reily's *Savage Pond* and *Forbidden Forest* are all available on other micros. It would also be useful if you would state which games run on the 600XL.

M. Dawson,
Corby,
Northants.

TIPS FOR THE ATARI

Dear Sir,
I have a tip for Atari owners. The POKE 54018,52 routine allows the user to listen to pre-recorded music cassettes or to access tape heads for cleaning.

This can be taken one step further. If the routine is typed in and the PLAY and RECORD buttons are held down, this will clear old programs to make room for new recordings.

This will give us more money to save up for our expensive software rather than having to fork out on new cassettes!!!!

Richard Cottle,
Bristol,
Avon.

Blood, sweat and tears!!

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UNFAIR PLAY

Dear Sir

I am writing to say that I totally agree with the comment by Alan Pashby in your May issue.

What sickens me about Atari games is that they produce a range of their most popular games for the CBM 64, Spectrum, BBC, Electron, etc, and sell them for a cheaper price than Atari owners have to pay for the original Atari games.

Are the Atari users not good enough, I ask myself?

Fraser Morrison,
Canterbury,
Kent.

C&VG IS NUMBER ONE!

Dear Sir,

I'm sure that you'll be interested to learn that the *Computer & Video Games/Daily Mirror* Top 30 chart has gone straight to number one in the chart's chart!

The full rundown is:

(1) *Computer & Video Games/Daily Mirror*
(2) *Personal Computer Games*
(3) *Your Computer*
(4) *Personal Computer News*
(5) *Micro Dealer Top 50.*

Mat Newman,
Amersham,
Buckinghamshire.

COMMODORE QUERIES

Dear Sir

Later this year I am thinking of purchasing a Commodore 64. I have a few questions to pose about this computer which I have not been able to gain answers for. I was wondering if *C&VG* would be able to help.

First, can an acoustic coupler (ie a peripheral that will allow me access to other computer data bases, etc) be bought for the 64? Second, do you know if Currah or any other company for that matter are thinking of producing a speech unit for the 64? Third, can a video of any description be connected up to the computer in any way? Finally, is it possible to connect a robot arm to the computer so that it can be operated by command from the computer?

I would be most grateful if you could answer these questions.

M. W. Penny,
Fleetwood,
Lancs.

Editor's reply: You're in luck. Micronet is about to launch a connection for the Commodore 64 within a month or so. This will let you link up to the system. You can get details from Micronet on 01-837 3699.

Adman produces a speech synthesiser for your micro. You can find them in the adverts of this magazine. They're based in West Yorkshire.

If you want to connect your video recorder to the computer, just take the output from the back of the micro and plug it in where the TV aerial usually connects to the video. You can then record your favourite game and watch action replays of your best efforts.

I don't know of any robot arms, but if anyone out there does then please let me know.

STAR WARS SUPERSTAR

Dear Sir,

I am a regular reader of your magazine and I am particularly interested in your arcade hi-scores. I have seen no mention of my favourite game, *Star Wars.* I would be obliged if you could print my personal best on this machine: 8,936,414. I successfully used "The Force" on waves five and 49 and continued the game to wave 53! Anyone else done any better?

Ivan "Solo" Lamont,
Dublin,
Ireland.

RETURN OF THE ATARI!

Dear Sir

Congratulations! How do you manage to be so thoughtful? There were 24 computer game reviews in June's edition, one of which, and this is the best part, was actually an Atari review!! Absolutely unbelievable eh?

I feel compelled to write and thank you for devoting such time, space and effort to us humble Atari fans who pay a mere 85p for what is now a full quarter of a page total of Atari-orientated material. This all seems very generous of you, considering that the Atari has such limited games playing potential. I mean a mere 256 colours displayable at one time, sprites, high resolution graphics, only four voice nine octave sound and pixel scrolling in any direction. What game utilising such poor features could possibly be worth reviewing?

Oh, I can quite understand why the Spectrum and CBM 64 have almost completely taken over the magazine, being such far superior machines. How dare Tony Dolman (*Mailbag,* June) suggest that you could perhaps devote a little more time and space to the Atari and review some of its software a bit more often. I mean, the "mammoth" review of Atari software in April's edition does make up for the past months and months when the word Atari has made fewer appearances in your magazine, doesn't it? Of course it does.

Even more terrible, Mr Dolman suggests that you've got it in for the Atari!! Talk about false accusations. Don't let accusations of neglect towards us Atari users put you off—just keep giving us the attention you have been doing lately and I'm sure that we will all keep buying your magazine for years to come.

Paul Fletcher,
Wolstanton,
Newcastle.

Editor's reply: Thank you for your comments, Paul. We've no intention of dropping the Atari and will continue to support it, as can be shown in this issue.

ADDICTED TO ANDRÉ

Dear Sir

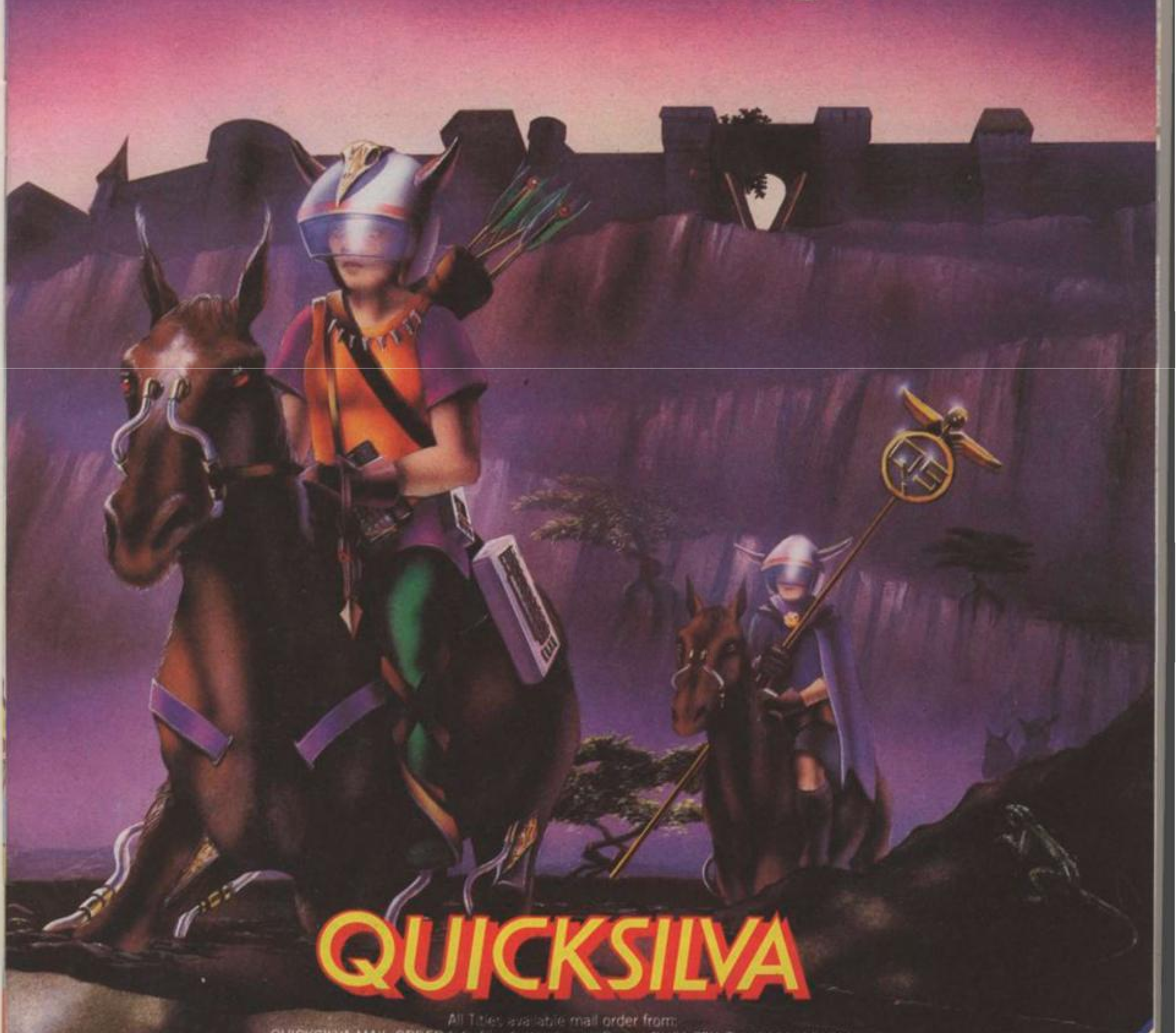
After buying your June issue, I rushed home to type in Matthew Smith's exclusive program "André's Night Off". It was great! I don't usually type in the listings but this time couldn't resist it, knowing how good *Manic Miner* and *Jet Set Willy* are. It was a great idea for a game and I found it addictive. Here are my ratings for the game:

Action ★★★
Graphics ★★★
Addiction ★★★★★
Theme ★★★★★

I would like to say thank you to *C&VG* and Matthew Smith. Why don't you do it more often—I mean get more professional programmers to type in a program or two? By the way, I would like to hear from anybody who can get past the foot of the Megatree, one of the sheets on *Jet Set Willy.* I've puzzled over it for weeks.

David Korum,
Royston,
Herts.

A STEP BEYOND.



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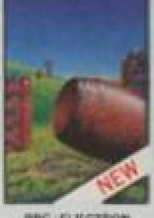
				NEW		NEW	 NEW
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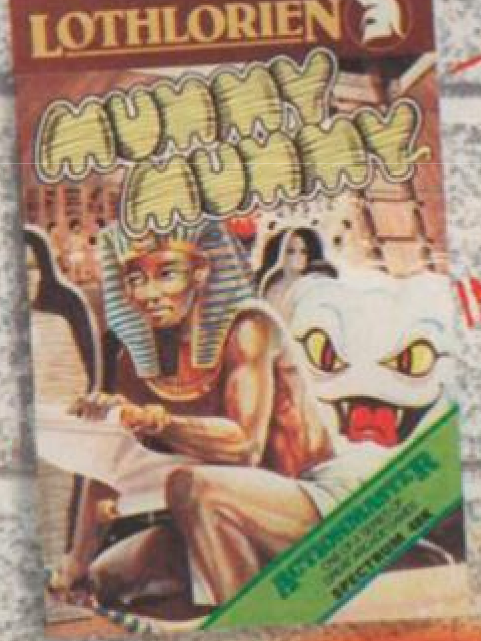
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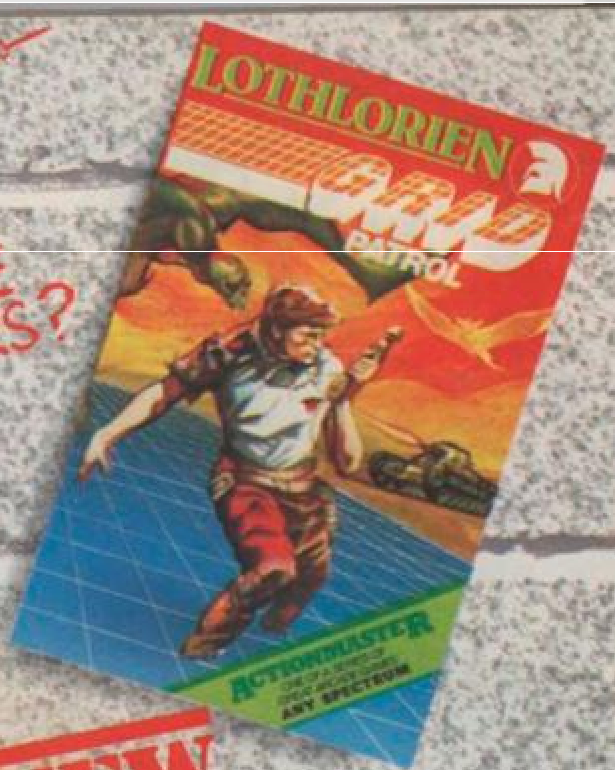
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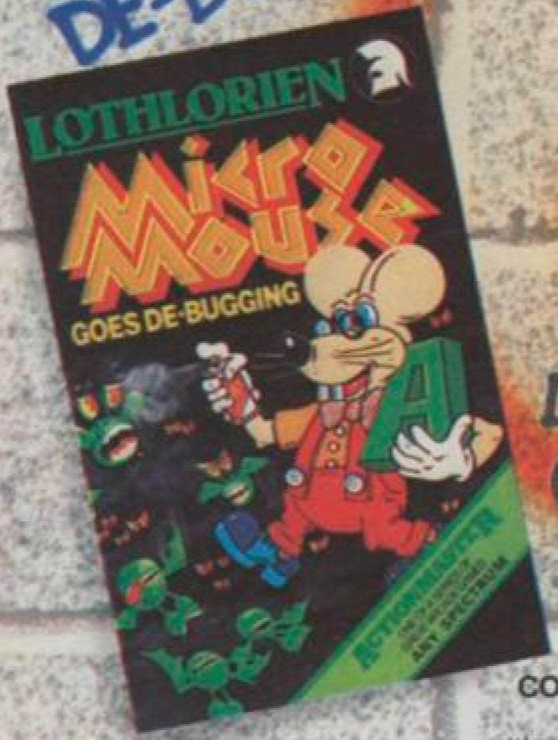
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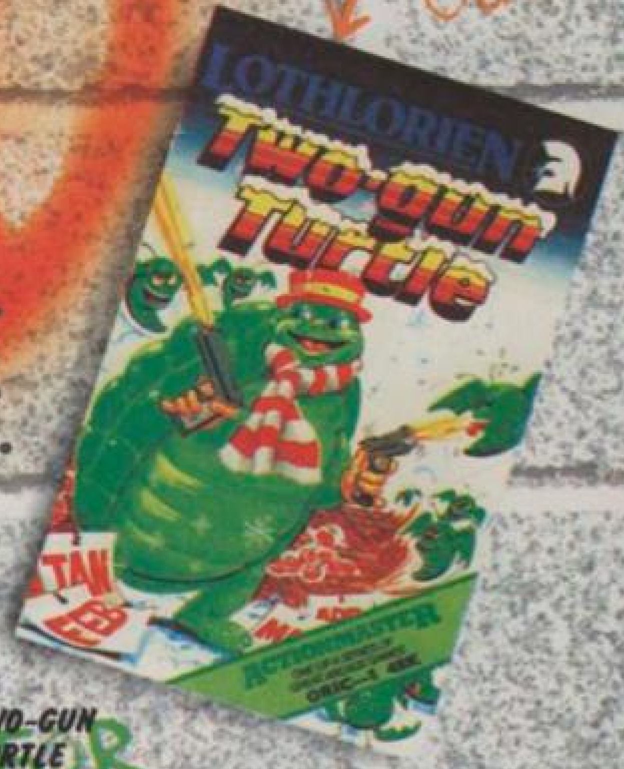
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Monsters in the mineworkings try to stop you taking your gold to the Bank. Clear the screen and they re-emerge with new recruits (up to 60!) and the game speeds up. 4 lives. Great sound and graphics.

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You are commanding a prototype spacecraft on a test flight when you are attacked by an Alien force. Dare you test your Hyperblast and plunge into Hyperspace? Fast action. 100% machine-code. 15 screens. Keyboard manoeuverability.

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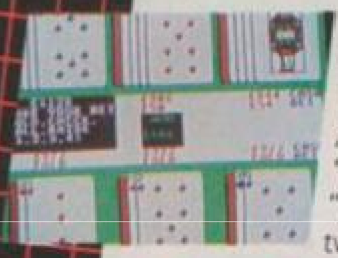

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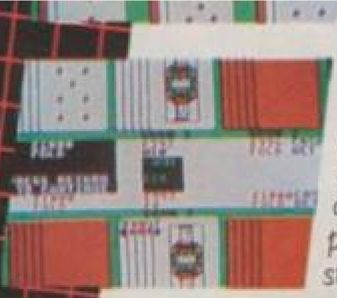
All the features you'd expect; "calling", "checking", "raising", "folding", discarding of cards and two rounds of betting.



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ZX – SPECTRUM 48K

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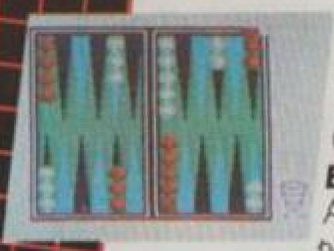

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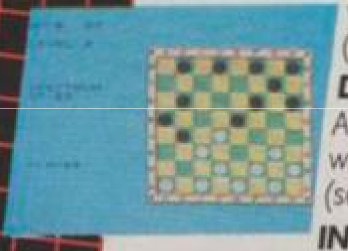

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THE WRITING ON THE WALL

How many times have you been tempted to get out that little aerosol can and have a good squirt at an inviting blank wall?

Trevor Truran's latest brain teaser was designed to rid the streets of graffiti writers and, to that end, he devised a puzzle guaranteed to keep even the most ardent graffitier at home, with a chance to win one of five Centipede Board Games from Milton Bradley.

The winning spots for the crosses were G3, G5 and G6 giving 147/6 which equals 24.5.

The six lucky winners are Martin Marchant from Staffs; Paul Hill, Tyne and Wear; Nina Pickup, N. Yorkshire; P. Grownow, Essex and Carl Nickolas from Cambs. Well done— Centipede is on its way.

THE HULK
IS ON HIS WAY

Our Scott Adams Hulk adventure competition created the biggest postbag we've seen here at *C&VG* for some time!

We had five copies of Scott's latest Adventure — based around that amazing Marvel Comics hero, The Incredible Hulk — for each of the top micros. Your entries flooded in and we've only just finished sorting through them. Anyway, here are the winners.

Spectrum:
Glen Conlon, Dublin. Olawale Bajumo, London. Martin Kane, Lanarkshire. Guy Pracy, Norwich. G. Gilmurray, Chelmsford.

BBC:
Richard Buam, London. Hayden Nash, Cuffley. Chris Sharp, Knutsford. Richard Beach, Twickenham. Richard Capewell, Hale.

Commodore 64:
John MacAdam, Lanarkshire. Delroy Williams, Harrow. Mark Finch, Burton-on-Trent. Keith Sunley, Hoddesdon. Craig Stanbridge, Gosport.

Atari:
Ranveer Mann, Heston. Lee Cawkwell, South Shields. Chris Clark, Tottenham. A. Blackaby, Hoddesdon. Warren Barr, Newtownabbey.

Apple:
Dan Slott, London. Kay Tin Khoo, London. Gary Solomon, Ayrshire. Mark Lieberman, Hornchurch. Adam Wells, Worthing.

Sorry we only had five games per micro to give away — but thanks to all of you who entered. The winners will be hearing from the Hulk very soon!

MAKE A NAME FOR YOURSELF!

Ever wondered how software companies get their names? Do the company executives have strange visions in the middle of the night? Does inspiration strike as they sit glued to the latest episode of *Brookside*? Or do they simply pull a name out of the telephone directory?

Well, we don't really know! But what we do know is that a new software company called us the other day and said: "Look, we've got absolutely no idea what to call ourselves and we reckon your readers could come up with a terrific name. How about it?"

We thought our readers could come up with a great new name too—so that's why we're asking you to send us a few ideas. Try not to copy any existing names—we want an exciting and original title for this new company.

There will be 20 signed copies of the brand new games from this equally new software house up for grabs for the best names—before they go on general release.

So, if you want to be the first on your street with a game NO ONE else has loaded before, get your thinking-caps on and come up with some really weird and wonderful names.

Once you've worked one out, fill in the coupon on this page and send it to The Name Game, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Normal *C&VG* competition rules apply, no correspondence will be entered into and the Editor's decision is final. Closing date for the competition is July 16th.

Just so you don't have to set about picking a name without a bit of information, here are a few details about the company you'll be naming.

It has a staff of four young programmers—the average age is around 17. They have about 20 years' worth of programming experience between them. And they really enjoy dreaming up original games!

That's all we're going to tell you for now. The rest is up to you!

THE MISSING LINK

What's the common link between Pitfall Harry, Tarzan and Dr Livingstone? "They still can't eat three shredded wheat!!" Well done to W. M. Chua from London who is one of the six winners in our Pitfall Harry competition.

Our friends at Activision gave us six Atari VCS and three games cartridges for the six people who came up with the right number of hidden animals and the most original link between the three world famous explorers.

We especially liked Antony Tankard's offering of "They're all pit-swingin', lake-leggin', bog-beatin', treasure-seekin', snake-charmin', jungle-searchin', croc-steppin', scorpion-jumpin' super heroes."

Further congrats to the remaining winners: Gordon Sutherland *from Scotland;* Ian Moffitt, Stockport; A. R. Walker, Surrey and Daniel Thompson from Belgium who will all be receiving their prizes shortly.

IECES COLLECTED 06 DATE 1135

THE PRIZES

The prizes for this competition are something very special. The new software house—which could carry the name you send us—are developing three high quality arcade-style adventures for the Spectrum and Commodore 64.

They plan to create the first such adventures featuring 100 completely different high-resolution screens created by a new "memory-crunching" technique on which they have been working. The game will also feature another brand new programming technique called LSA—or large scale animation. Sounds tricky to us!

Anyway, with both of these techniques in operation, the new software house reckons that these new games will be pretty revolutionary.

COMPUTER & VIDEO GAMES NAME GAME

I think the new software company should be called:

. . . .

Name . . . .

Address . . . .

Micro you own . . . .

GOING FOR GOLD!

Just when you thought you were going to end up on the beach at Brighton again this year, *C&VG* are proud to announce that we could make your holiday dreams come true.

No other magazine can top this—you could win **ten days in sunny California** to watch the Summer Olympic Games, flying out on a luxurious 747 and staying at the superb Sheraton Anaheim Hotel.

Just a short bus ride away from where you'll stay is all the fun and excitement of Disneyland—if you can tear yourself away from the athletics that is.

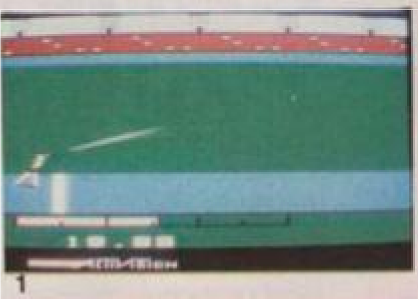
To make sure you take in as much of the Games as possible, your prize includes tickets for the track and field events for the duration of your stay.

Of course, you'll need spending money and the PiMan has generously dipped into his vast fortune to provide £500 for you to take with you.

It really is the holiday of a lifetime and, just to make the event even more memorable, we'll invite you up to London to meet the *C&VG* team and the PiMan—who will present you with your tickets.

All you have to do is study the screen shots from Activision's superb Decathlon cartridge and tell us the names of each event. Then, in the space provided on the form, tell us in not more than 20 words why you think *Computer & Video Games* sells more copies than all the other computer game mags put together.

The winner will be notified before our next edition hits the streets on July 16. Normal *C&VG* competition rules apply. The editor's decision is final and no correspondence will be entered into. Go on—have a go. You could soon be winging your way across to the USA.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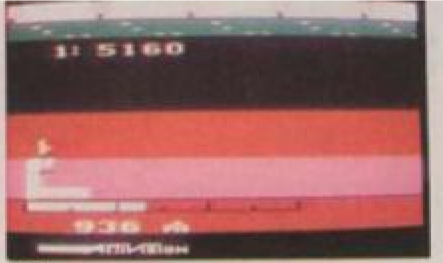

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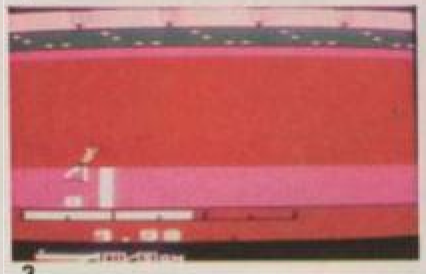
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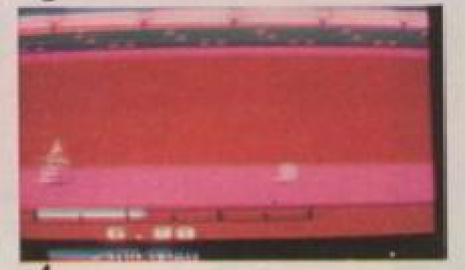
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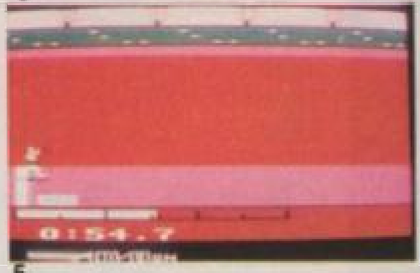

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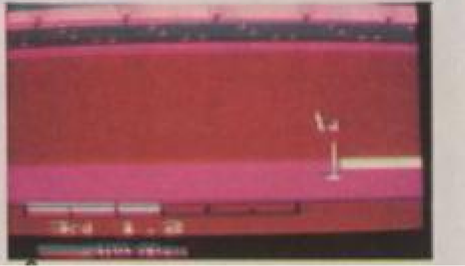
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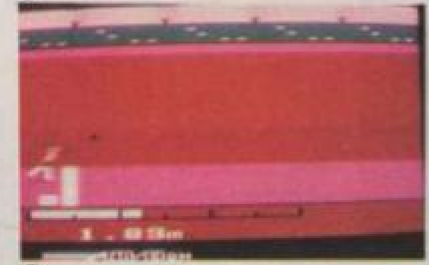
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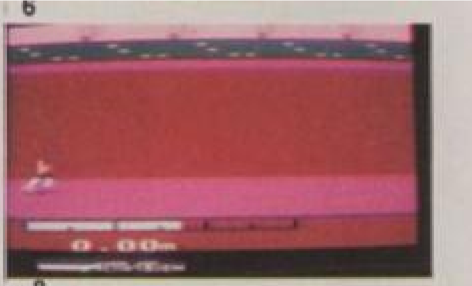
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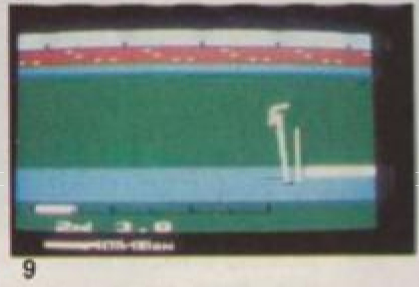
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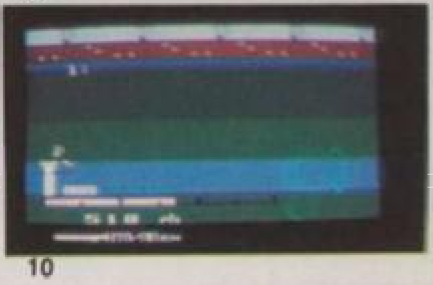
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DECATHLON COMPETITION

1) .... 6) ....

2) .... 7) ....

3) .... 8) ....

4) .... 9) ....

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Imagine have come up with the goods again and we are in the lucky position of being able to offer you 300 copies of their brand new arcade style game *Cosmic Cruiser*—100 copies each for the CBM 64, Spectrum and Dragon.

If you still have an itchy trigger finger and are dying for another bash at those elusive aliens, put your laser gun aside for a few minutes and cut out the coupon. The first hundred entries for each micro will be able to satisfy their bloodthirsty leanings. Please mark the envelope with *Cosmic Cruiser* and the name of the micro you own and send it to *Computer & Video Games*, 8 Herbal Hill, London EC1R 5EJ.

COSMIC CRUISER OFFER

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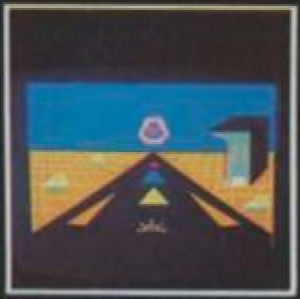
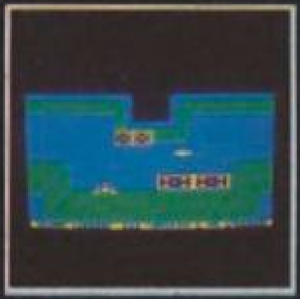


(Screen 1)

DURANIUM BARRIERS



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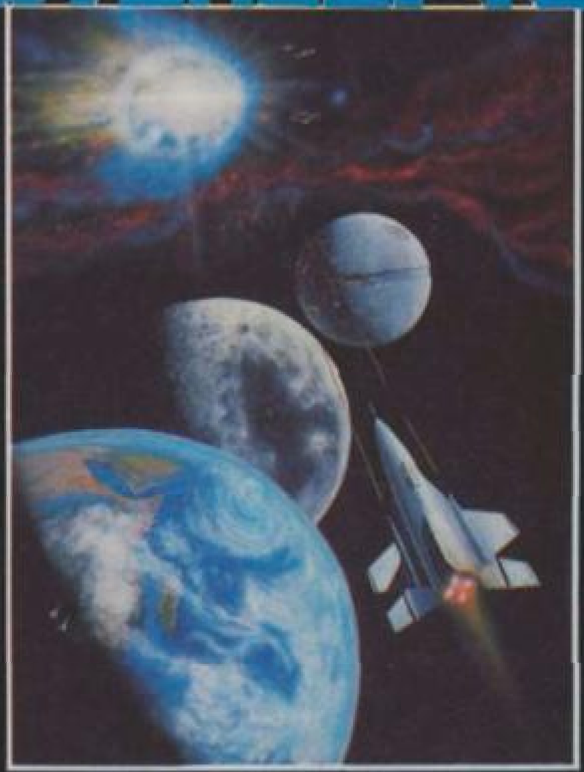
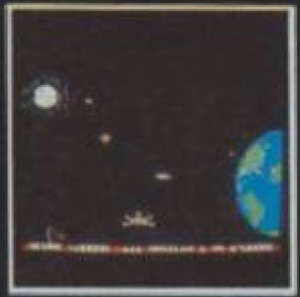


APPROACH



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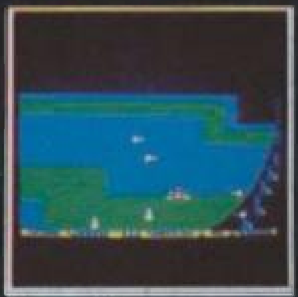
INTERCEPT MISSILES



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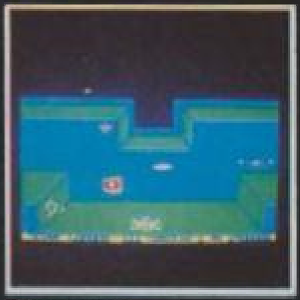
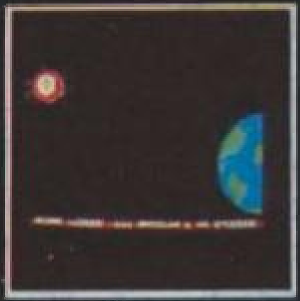
ENTRY



(Screen 3)

VICTORY



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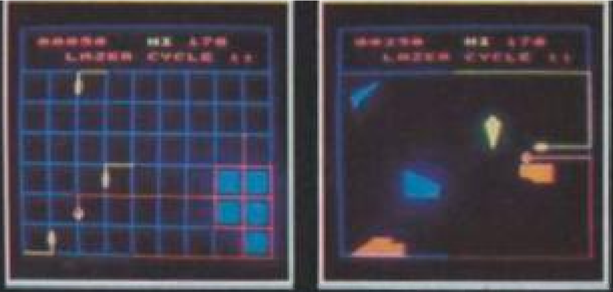

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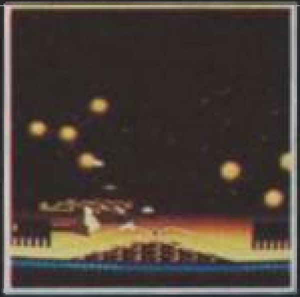

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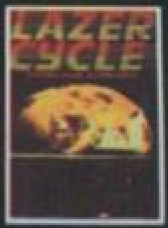

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- 2 full graphic all action screens
- 20 levels of play
- High score feature
- 1 or 2 player game

Requires 32K RAM. Cassette **£8.95**

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All action game with strong strategic element. Roll down the middle of the road in a beeline for the enemy fuel dumps and you won't make it past the first bridge.
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- Separate map screen to plan strategy.
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- One or two player game.

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- High score feature.
- Six pre-selectable levels of play.

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Instant plug-in cartridge action. **£9.95**

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Interesting fairground scenario where you must save the ferris wheel passengers from Butcher Bill's missiles, and the roller-coaster riders from Ruthless Rick's bombs.
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- One or two player game.

Instant plug-in cartridge action. **£9.95**

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Attack and destroy all enemy shipping.
That is your brief in this exciting game of strategy.
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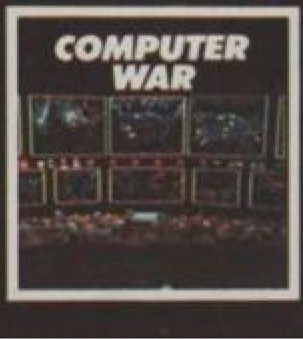
Requires 32K RAM. Cassette **£8.95**



Based on the hit movie "War Games."
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PSYCLAPSE
COMMODORE 64

&

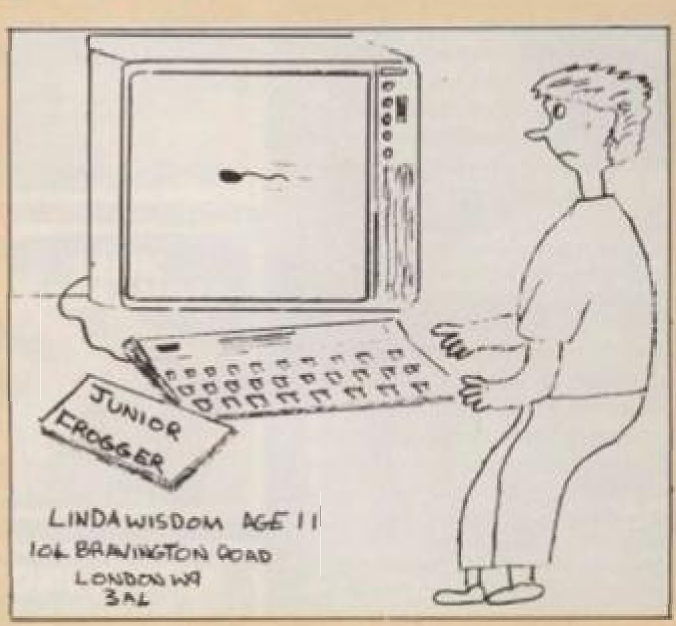
BANDERSNATCH
48K SPECTRUM

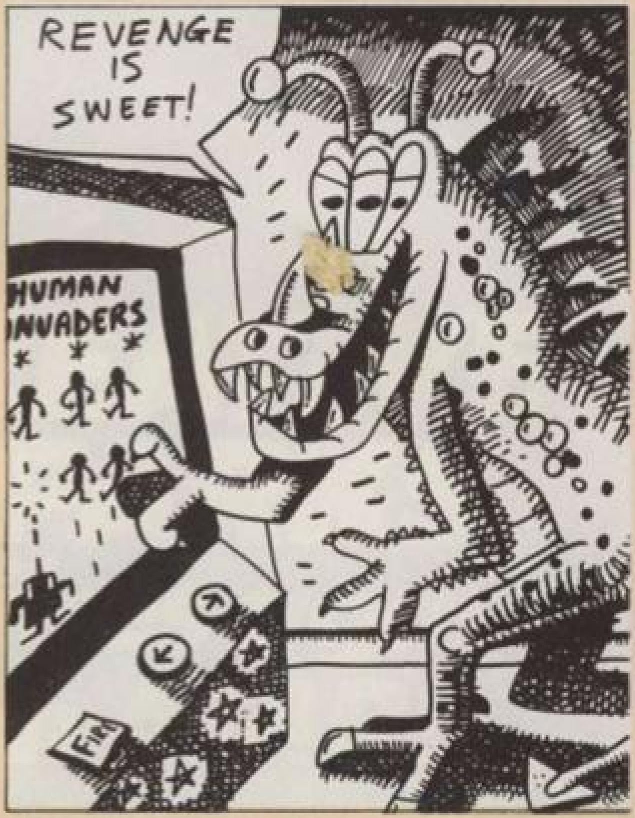
imagine
..the name of the game

CARTOON COMPETITION

UNDER 12

Little did we know when we asked you to send in your computer cartoons just how many budding artists were out there itching to get in on the act. We received hundreds of entries—making this one of our most successful competition ideas ever—even if we didn't tell you what you'd be winning! *C&VG*'s art department have been up to their elbows in your entries for a couple of weeks now, deciding on the winning illustrations. It was no easy task, as many of the entries were of an extremely high standard and a lot of time and effort had been put into all of them. We'd like to thank everyone who entered—and apologise if your entry didn't win a prize. We wish we could give something to all of you! In the meantime, we hope you enjoy looking at this selection of the winning entries.

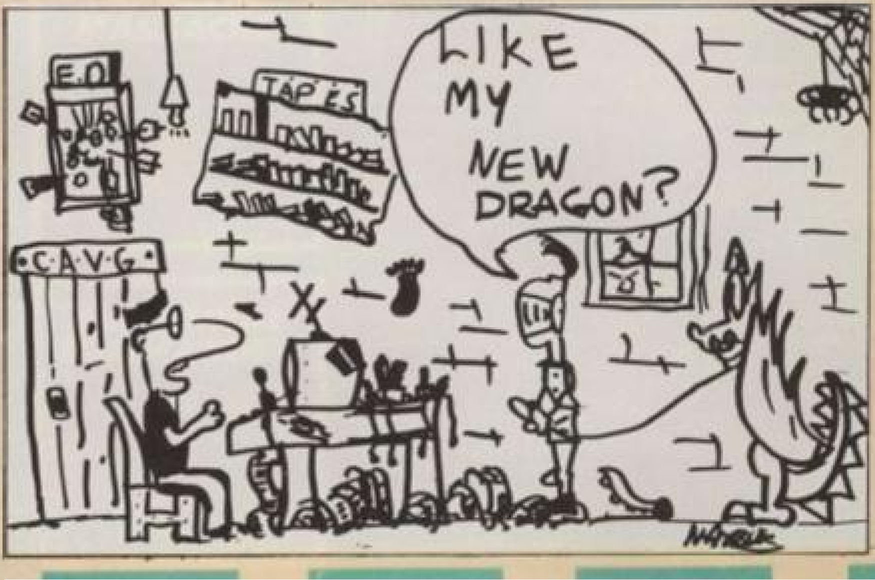

JUNIOR FROGGER
LINDA WISDOM AGE 11
104 BRAVINGTON ROAD
LONDON W9
3AL


REVENGE IS SWEET!
HUMAN INVADERS
FR

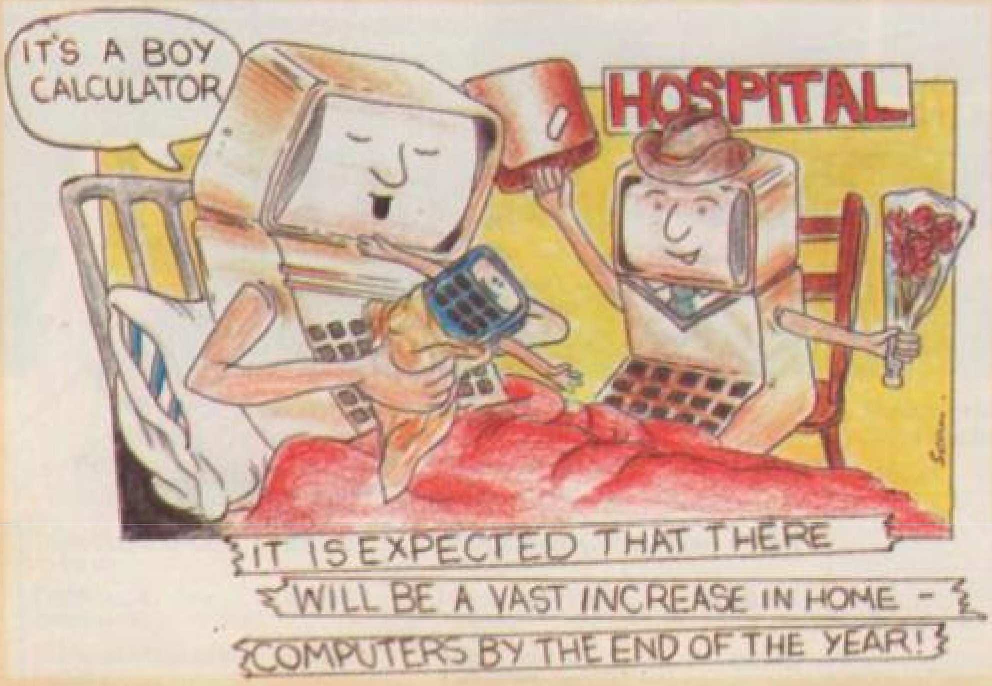
Left
Jonathon Eggleton,
92 Melrose Avenue,
Bletchley, Milton
Keynes MK3 6PP

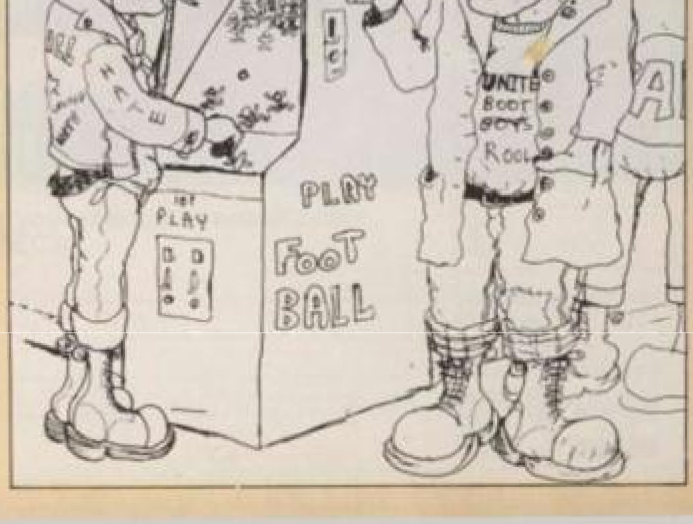
Above
Linda Wisdom,
104 Bravington Road,
London W9

Below
Neil Armstrong,
8 Vaughan Avenue,
Tonbridge, Kent TN10
4EB


LIKE MY NEW DRAGON?
E.O
TAPES
C·A·V·G

UNDER 18

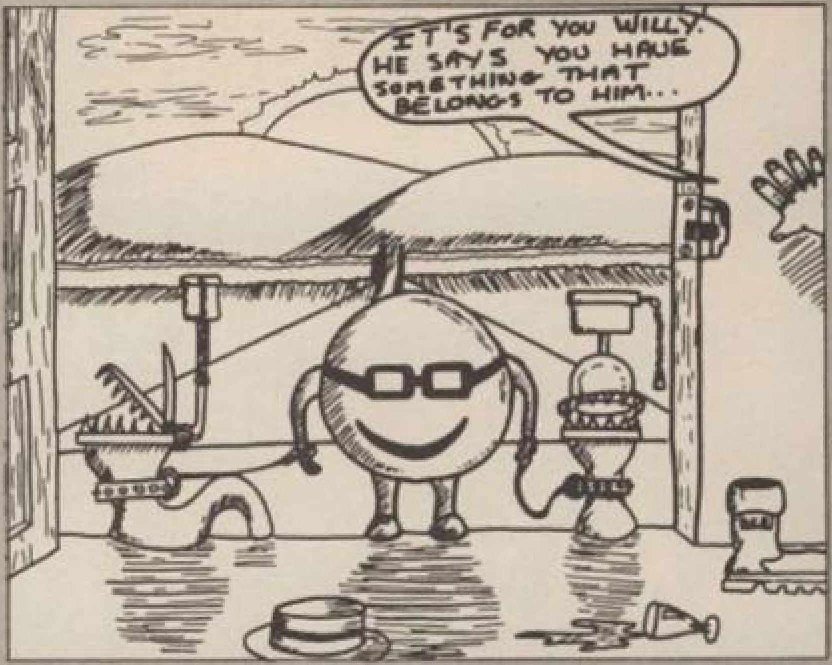

IT'S A BOY CALCULATOR
HOSPITAL
IT IS EXPECTED THAT THERE WILL BE A VAST INCREASE IN HOME-COMPUTERS BY THE END OF THE YEAR!


PLAY FOOTBALL
PITCH INVADERS
PLAY FOOT BALL
10p PLAY
UNITED BOOT BOYS ROOL

OVER 18 RESULTS

THE PRIZES

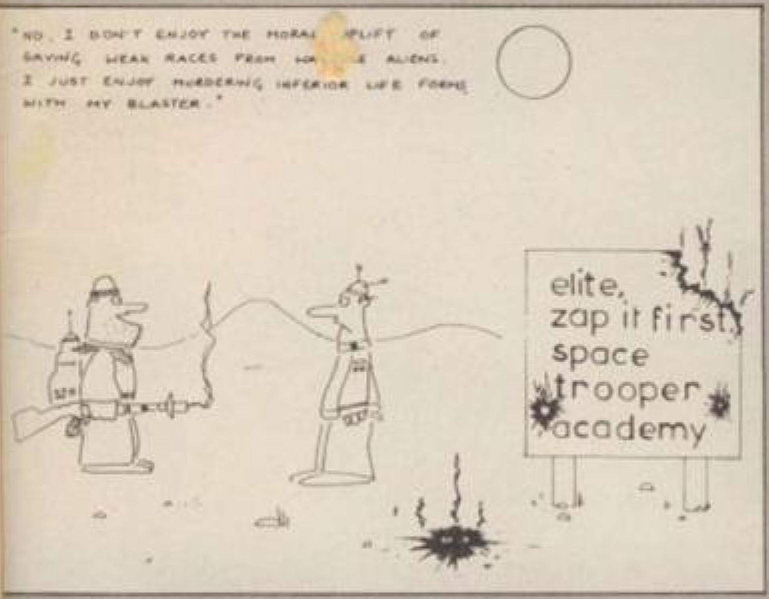
So what do the winners get for all their hard work? Well, we nipped around to our local art shop and persuaded them to part with some really nice sets of Caran D'Ache coloured art pencils – just right for drawing cartoons with! Each winner will receive one of our *C&VG* "The Champ" tee-shirts as well. There were also a couple of consolation prizewinners who will be receiving tee-shirts in the post. Unfortunately, we didn't have enough space to reproduce their cartoons. Once again, we'd like to thank everyone who entered – sorry you all can't win a prize!

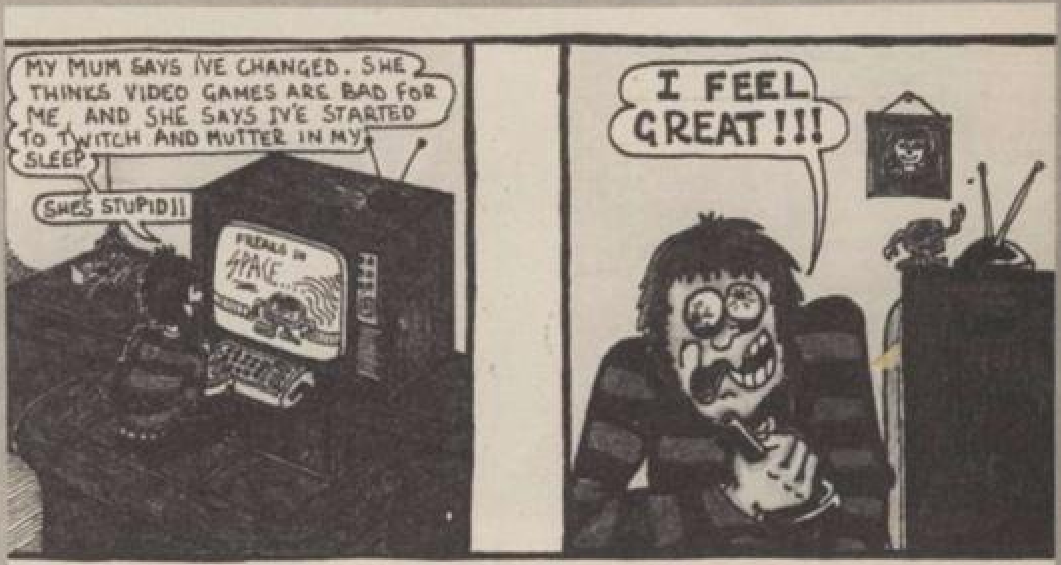

IT'S FOR YOU WILLY. HE SAYS YOU HAVE SOMETHING THAT BELONGS TO HIM...

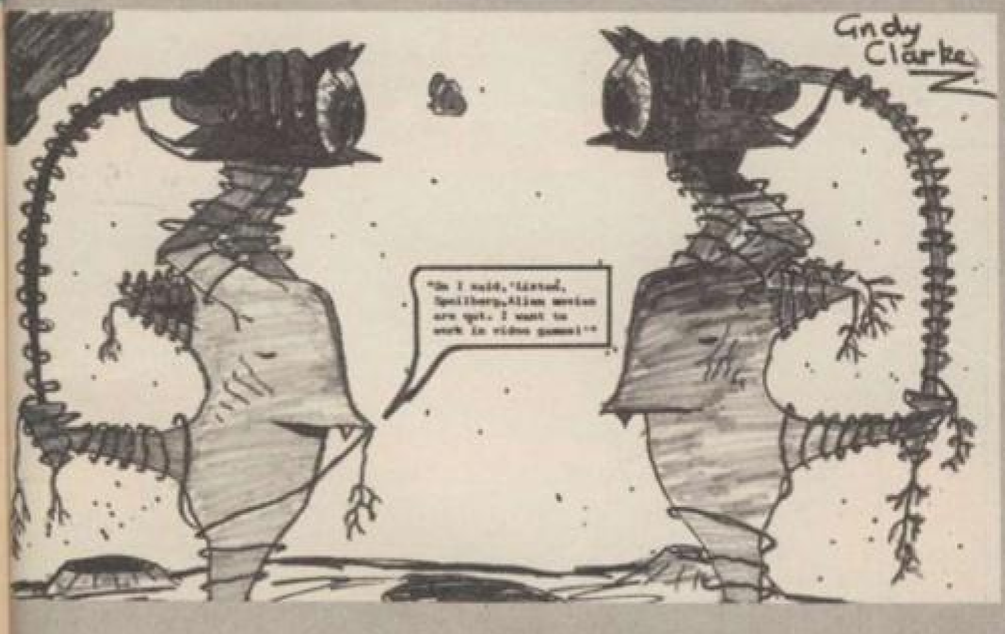
Below left
Robert Moss,
5 Sparrows Herne,
Basildon, Essex SS16
5JH

Above
Mark D. Schlanker,
14 Rudgard Avenue,
Cherry Willingham,
Lincoln LN3 4JG

Below
Michael R. H.
29 Waldegrave Road,
Ealing, London W5


"NO, I DON'T ENJOY THE MORAL UPLIFT OF SAVING WEAK RACES FROM HO[illegible]E ALIENS. I JUST ENJOY MURDERING INFERIOR LIFE FORMS WITH MY BLASTER."
elite, zap it first space trooper academy


MY MUM SAYS I'VE CHANGED. SHE THINKS VIDEO GAMES ARE BAD FOR ME, AND SHE SAYS IV'E STARTED TO TWITCH AND MUTTER IN MY SLEEP
SHES STUPID!!
SPACE
I FEEL GREAT!!!


Andy Clarke
"So I said, 'Listen, Spielberg, Alien movies are out. I want to work in video games!'"

Far left
Sean Pearman,
15 Cedar Walk, Floral
Way, Andover, Hants
SP10 3PH

Centre
Mark Rudman,
32 Marlborough Road,
Green Meadow,
Cwmbran, Gwent
NP44 5EP

Left
Andrew Clarke,
Green Heath, Hill Top,
Baddesley Ensor, Near
Atherstone,
Warwickshire CV9 2BQ

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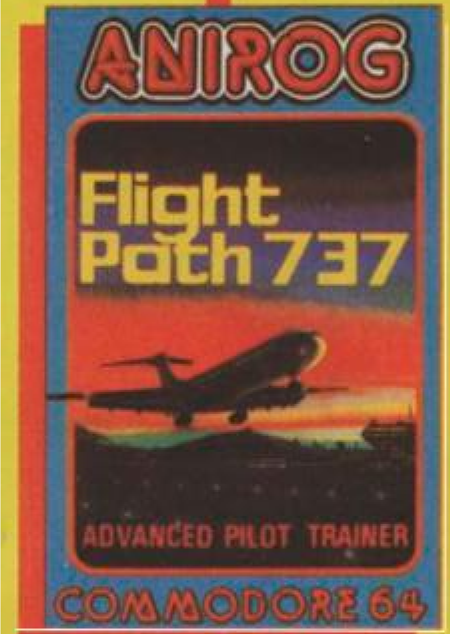
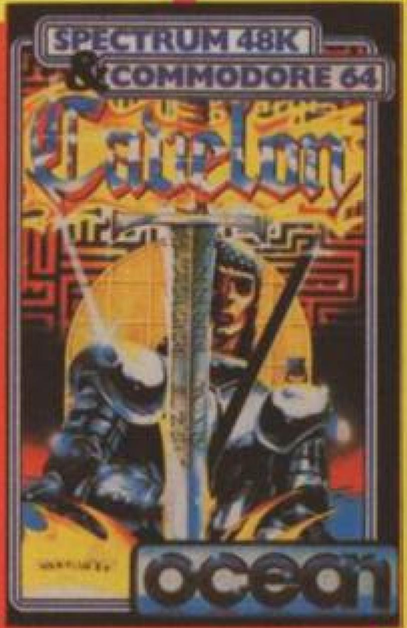

ANIROG
Flight Path 737
ADVANCED PILOT TRAINER
COMMODORE 64


SPECTRUM 48K & COMMODORE 64
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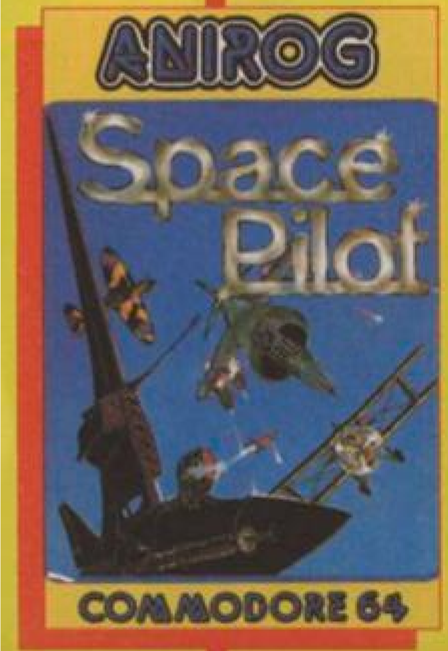
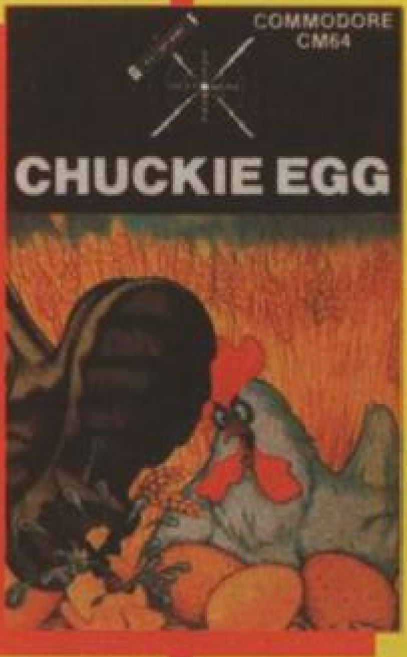
ocean

THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	ZX81
						(Available on)								
1	1	5	JET SET WILLY	SOFTWARE PROJECTS	(Spectrum)	●								
2	2	6	FIGHTER PILOT	DIGITAL INTEGRATION	(Spectrum)	●								
3	9	4	CODE NAME MAT	MICROMEGA	(Spectrum)	●								
4	4	6	MANIC MINER	BUG-BYTE/SOFTWARE PROJECTS	(Spectrum)	●		●						
5	6	6	ATIC-ATAC	ULTIMATE	(Spectrum)	●								
6	16	6	CHEQUERED FLAG	PSION	(Spectrum)	●								
7	17	4	BLADE ALLEY	PSS	(Spectrum)	●								
8	—	1	INTERNATIONAL SOCCER	COMMODORE	(Commodore 64)			●						
9	11	6	HUNCHBACK	OCEAN	[illegible]	●		●			●	●		
10	15	3	TRASHMAN	NEW GENERATION	(Spectrum)	●								


ANIROG
Space Pilot
COMMODORE 64


COMMODORE CM64
CHUCKIE EGG

TERMINAL SOFTWARE
STAR COMMANDO
commodore 64
TERMINAL

9	11	6	**HUNCHBACK** OCEAN	(Spectrum)	●		●			●	●		
10	15	3	**TRASHMAN** NEW GENERATION	(Spectrum)	●								
11	3	5	**NIGHT GUNNER** DIGITAL INTEGRATION	(Spectrum)	●								
12	13	5	**BLUE THUNDER** RICHARD WILCOX	(Spectrum)	●								
13	8	6	**MANIC MINER** SOFTWARE PROJECTS	(Commodore 64)	●		●						
14	7	5	**SPACE PILOT** ANIROG	(Commodore 64)			●						
15	5	6	**HUNCHBACK** OCEAN	(Commodore 64)	●		●			●	●		
16	–	1	**CHUCKIE EGG** A&F	(BBC)	●		●	●		●		●	
17	–	1	**PSYTRON** BEYOND	(Spectrum)	●								
18	–	1	**AVIATOR** ACORNSOFT	(BBC)								●	
19	–	1	**BLAGGER** ALLIGATA	(Commodore 64)			●						
20	–	1	**FORTRESS** AMCOM/PACE	(BBC)								●	
21	28	6	**SCUBA DIVE** DURELL	(Spectrum)	●		●						
22	–	1	**CYLON ATTACK** A&F	(BBC)				●				●	
23	–	1	**STONKERS** IMAGINE	(Spectrum)	●								
24	–	1	**SON OF BLAGGER** ALLIGATA	(Commodore 64)			●						
25	12	2	**FOOTBALL MANAGER** ADDICTIVE GAMES	(Spectrum)	●							●	●
26	26	6	**ALCHEMIST** IMAGINE	(Spectrum)	●								
27	–	1	**TWIN KINGDOM VALLEY** BUG-BYTE	(Commodore 64)			●	●				●	
28	14	6	**FRED** QUICKSILVA	(Spectrum)	●								
29=	–	1	**KONG** OCEAN	(Spectrum)	●								
29=	22	2	**PEDRO** IMAGINE	(Spectrum)	●		●	●		●		●	
31	–	1	**CUTHBERT GOES DIGGING** MICRODEAL	(Dragon)			●		●	●			

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Information compiled by N.O.P. Market Research Ltd.

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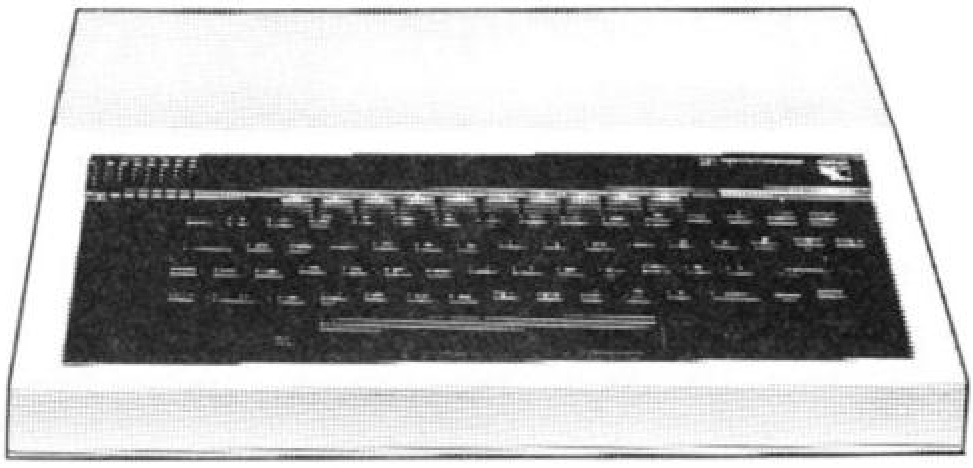

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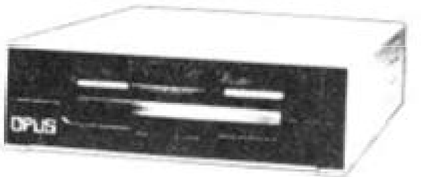

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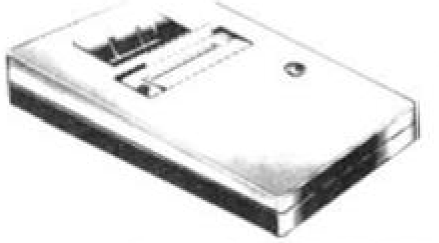

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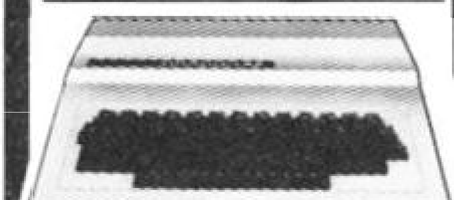

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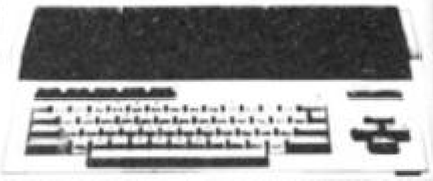

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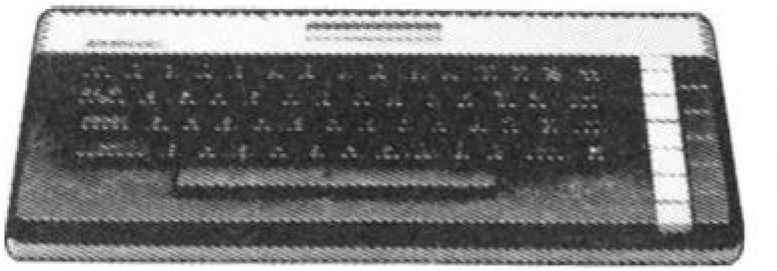

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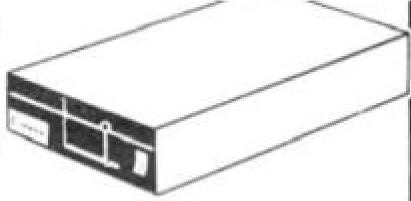

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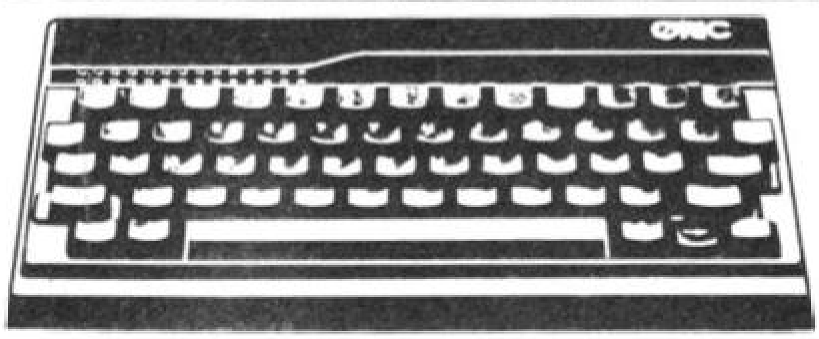

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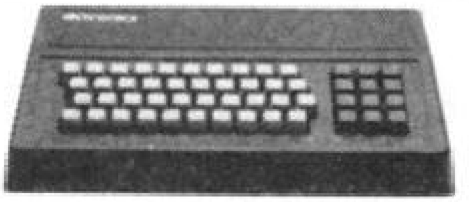

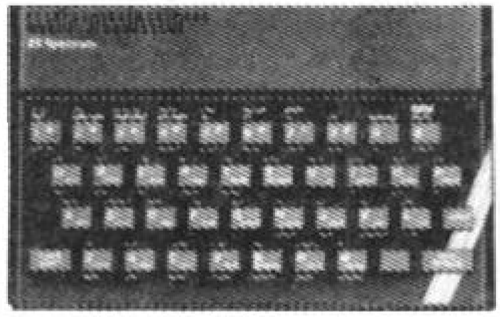

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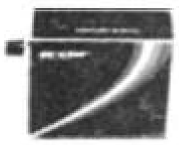

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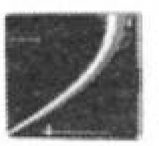

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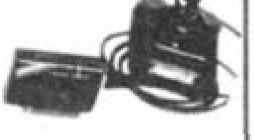

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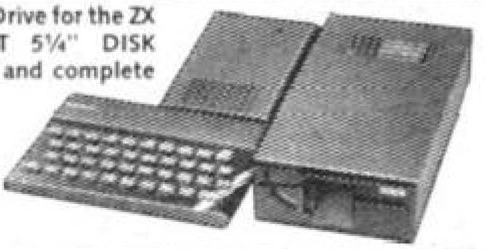

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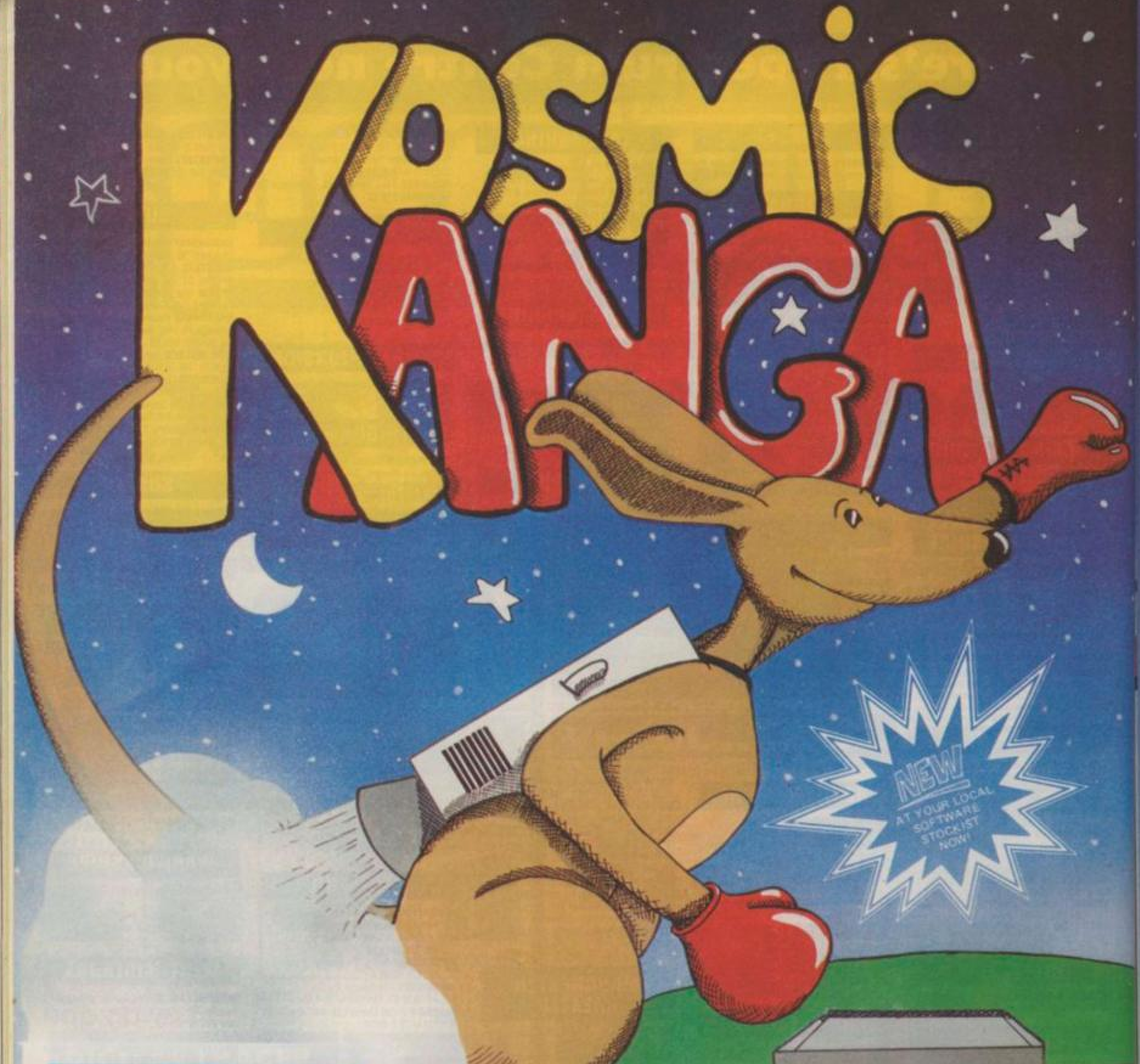
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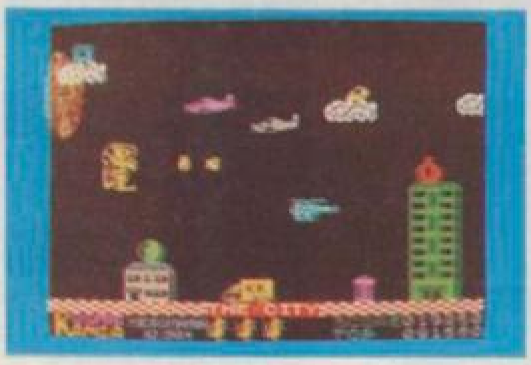

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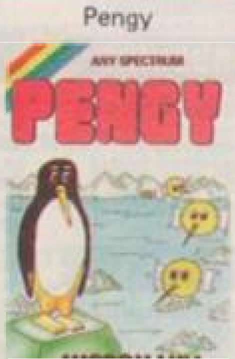
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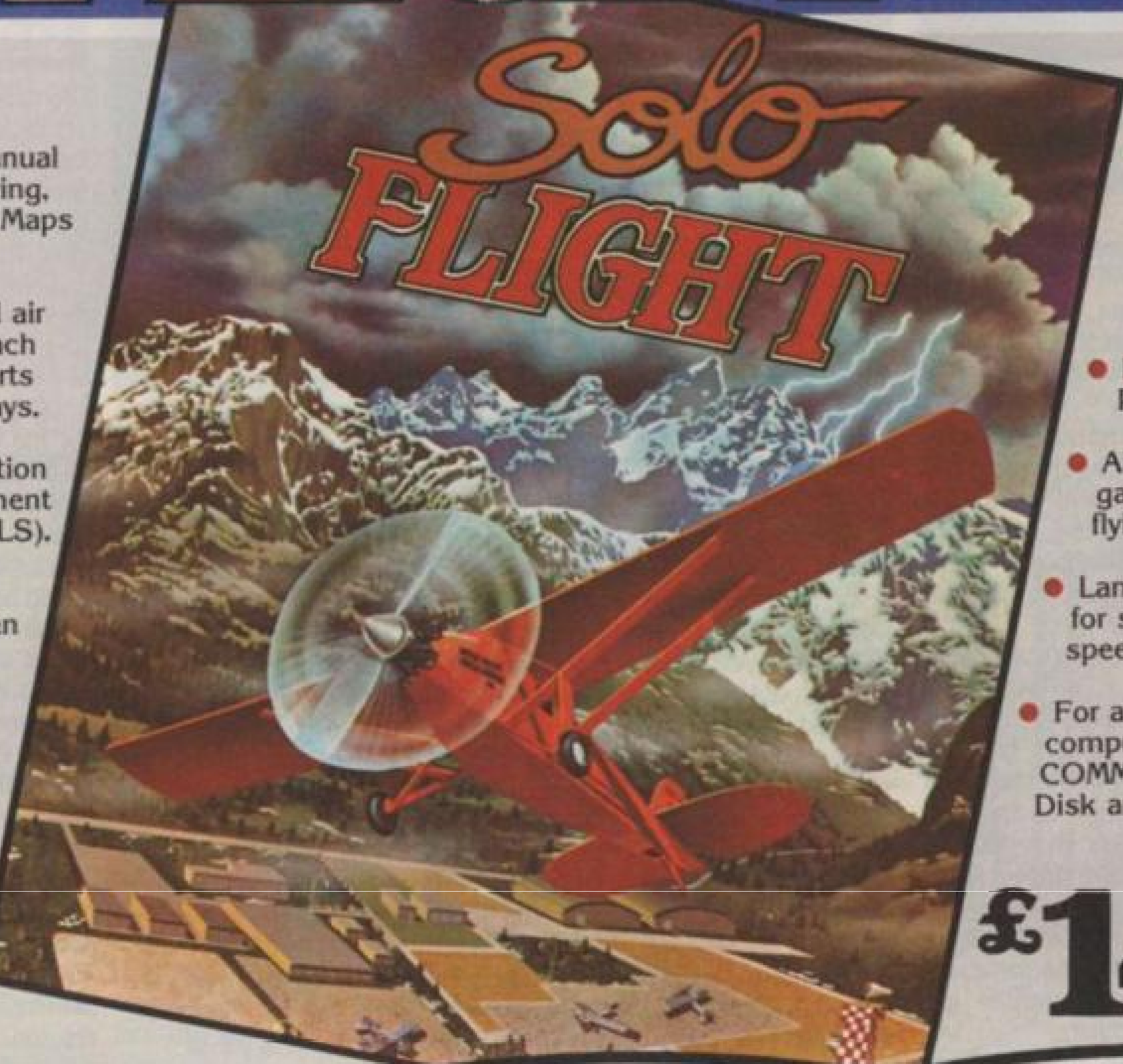

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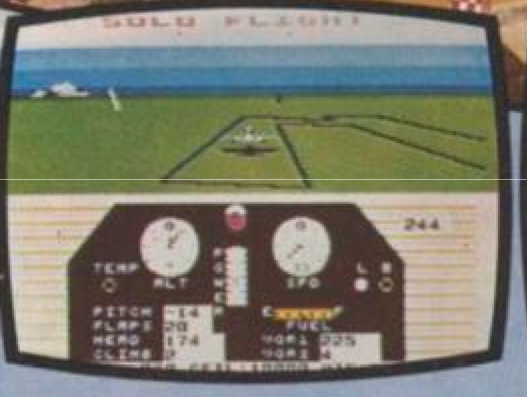

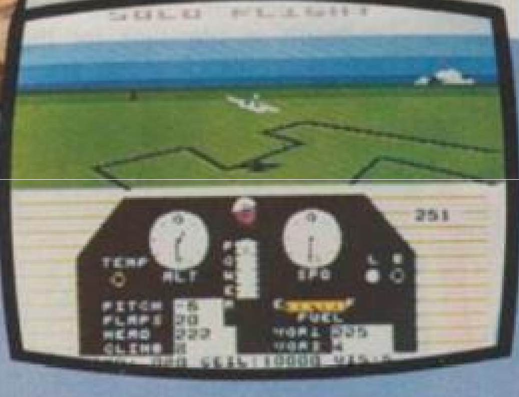

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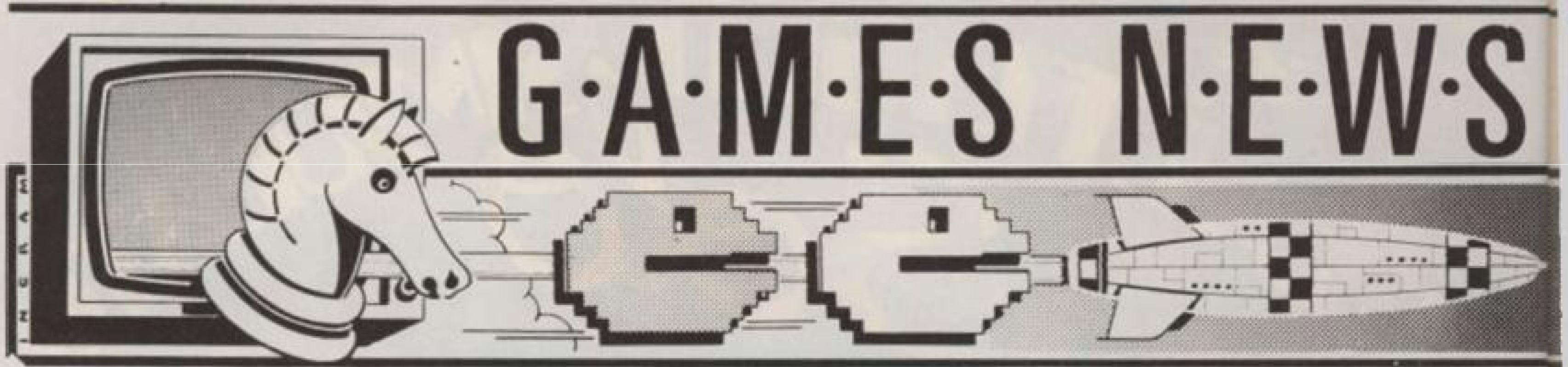


THIS AIN'T NO SOFT SOAP!

DALLAS

That double dealing, scheming little toad, known to millions as J. R. Ewing, has got his finger into one more lucrative pie—computer software.

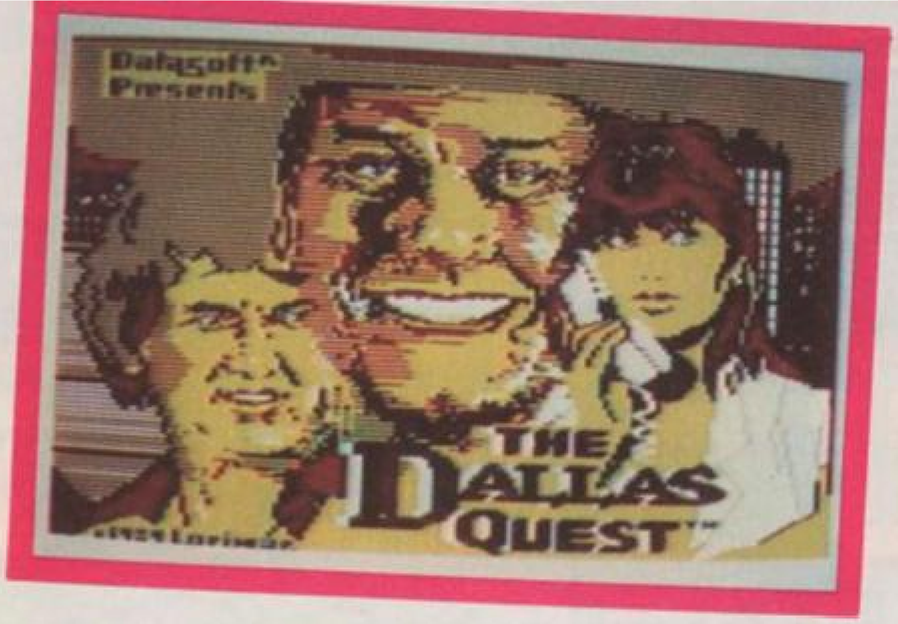
The enormous popularity of soap operas here, and more especially in America, made the release of a computer game based on the script of a famous TV series a certainty.

Dallas is the first soap to undergo the transfer to a micro. It has been authorised and thoroughly vetted by Lorimar, the programme's producers, to make sure it matches up to *Dallas*'s glamorous image.

The game is a graphical Adventure and begins in the living room in South Fork ranch. The game is heavily biased towards graphics and the manufacturers claim that anyone can play *Dallas* successfully, even if they have had no previous experience of Adventures.

Geoff Brown, of Centresoft, is also optimistic that the game will encourage more women to get involved in computers.

Dallas will be available from Centresoft in late June for the Commodore 64 plus disc drive, and will cost £11.95.



HORROR SPOOF OR A REAL VIDEO NASTY?

EVIL DEAD

That controversial film, *The Evil Dead*, provides the plot for a new Commodore 64 game which will go on sale this month.

Nineteen-year-old director, Sam Raimer, scored a hit with his horror spoof which was unique in that it was the first film ever to be released simultaneously in the cinema and on video.

Palace Software, the company behind *The Evil Dead*, say that the game sticks closely to the plot of the film which tells of a group of teenagers who get turned into crazed killers by the forces of evil.

Palace spokesman, Pete Stone, told *C&VG* that: "The game contains no sex". The more horrific parts of the film have also been left out—these include limbs being bitten off by monsters and a rape scene.

Stone is ready to meet the criticism which he expects when the game is launched. "I don't believe it will make the kids want to see the film—and even if it did, they wouldn't be able to as it is 'X' rated".

A spokesman at Mary Whitehouse's National Viewers and Listeners Association said they would reserve comment until they had seen the game, although they were concerned that the Bright Bill—that seeks to ban video nasties—did not specifically include computer games in its terms of reference.

One effect of *The Evil Dead* is that computer games may now have to be submitted to the censors.

Any attempt by the government that would impede the software houses is likely to be strongly opposed by the companies who have been lobbying heavily for government help in the fight against piracy.

Rod Cousens, speaking for the game makers association, G.O.S.H, said "it is a licensed product and so cannot be affected by the Bright Bill".

The game will cost around £8 and will be available on the Commodore 64.

TAKE A NEW LOOK AT ULTIMATE

SABRE WULF

Ultimate Play the Game, the makers of *Jet Pac* and *Atic Atac*, are in the last stages of producing a brand new range of software for the 48k Spectrum and Commodore 64.

Sabre Wulf is the first game in this series of software that promises to put all their present games in the shade.

Ultimate have been very quiet for the past few months—it has been almost six months since they launched *Atic Atac*. This inactivity has led to much speculation on the direction the company would be taking in the future.

The company are as tight-lipped as ever about their new games except that the Spectrum software will have new packaging, sell for £9.95 each and, according to an Ultimate spokesman, be "a gigantic leap forward in games entertainment".

It also seems likely that Ultimate software for the Commodore 64 will soon be in the shops. And that the evergreen favourite, *Jet Pac*, will be thrilling 64 owners, too.

WIN YOURSELF A COSMIC CRUISE!

COSMIC CRUISER

The latest game for the Spectrum from Liverpool's Imagine Software is set in deep space on a besieged space station.

A raiding party from the nasty Rallom Empire has taken over the space station and you as pilot of an outdated Cosmic Cruiser have to set off on what could turn out to be a suicide mission. You are ordered to save the space station crew at all costs.

Using your laser cannon, you have to blast open the space station's airlocks and then, by

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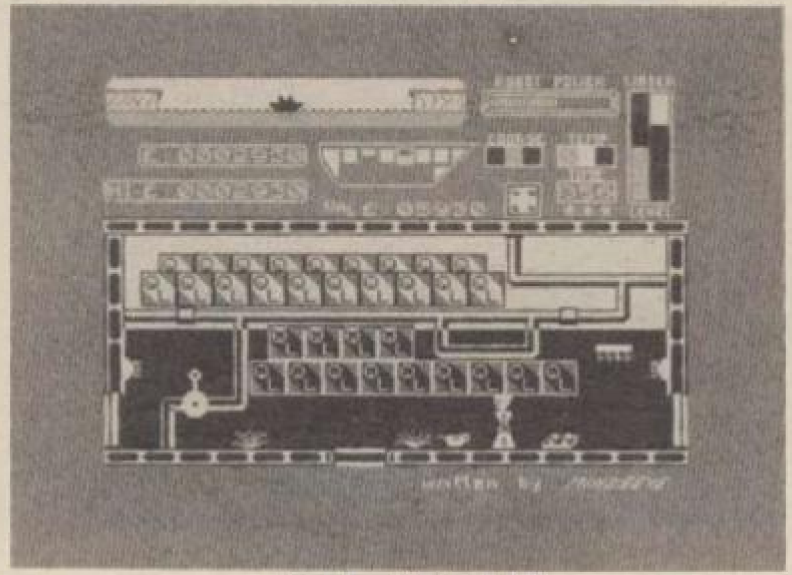


ALL AT SEA

WORSE THINGS HAPPEN AT SEA

Silversoft have come up with an interesting idea for their new game — a ship simulation.

The title is not exactly short and snappy, *Worse Things Happen At Sea*, but, judging from this screen shot, the game looks like no sea dog.

As captain of the battered SS Sinclare, you have to get your vessel from port to port picking up and putting down various cargoes.

You set off with nothing more to worry about than a slightly damaged hull, though lots more problems soon beset you.

The cargo can easily be damaged by water so you have to make good use of your pump, as all spoilt merchandise will be deducted from your profits.

The more damage you sustain, the more crew you will have to hire or, C. Droids, as they are known in this game.

Other problems like getting blown off-course, the engine overheating and a looming reef all add up to make this a nightmare on the high seas.

Worse Things Happen at Sea runs on the 48k Spectrum and is available now at £5.95.

using your space suit's body propulsion unit, you have to leave the relative safety of your ship, rescue the floating crewmen and bring them back to the ship.

While helping the poor old crewmen back to safety, you must make split second decisions as the Rallom fighters attempt to prevent your rescue bid.

If you use your hand laser, the blast will blow the crewmen back into space. If you wait until you can reach your ship-board laser cannon, it may be too late!

When you first arrive at the station, you must be careful which airlock you blast—otherwise you could find yourself face to face with a bunch of Ralloms! They lurk behind the hatches as well as imprisoned crewmen just to confuse you completely.

You can play the game using keyboard or joystick. There are several levels of play and a "Roll of Honour" feature so you can enter your hi-scores.

Cosmic Cruiser was the brainchild of Imagine's Dave Lawson but was programmed by Chief Engineer, Steve Lavache. It's Steve's first major programming project for Imagine. Watch out for a review of the game in forthcoming issues of *C&VG*.

In the meantime, *Cosmic Cruiser* is the latest in the series of free offers which our friends at Imagine like to put your way. Take a look at our competition pages and you'll find the form to fill in. If you are lucky, a free copy of Cosmic Cruiser could be yours.

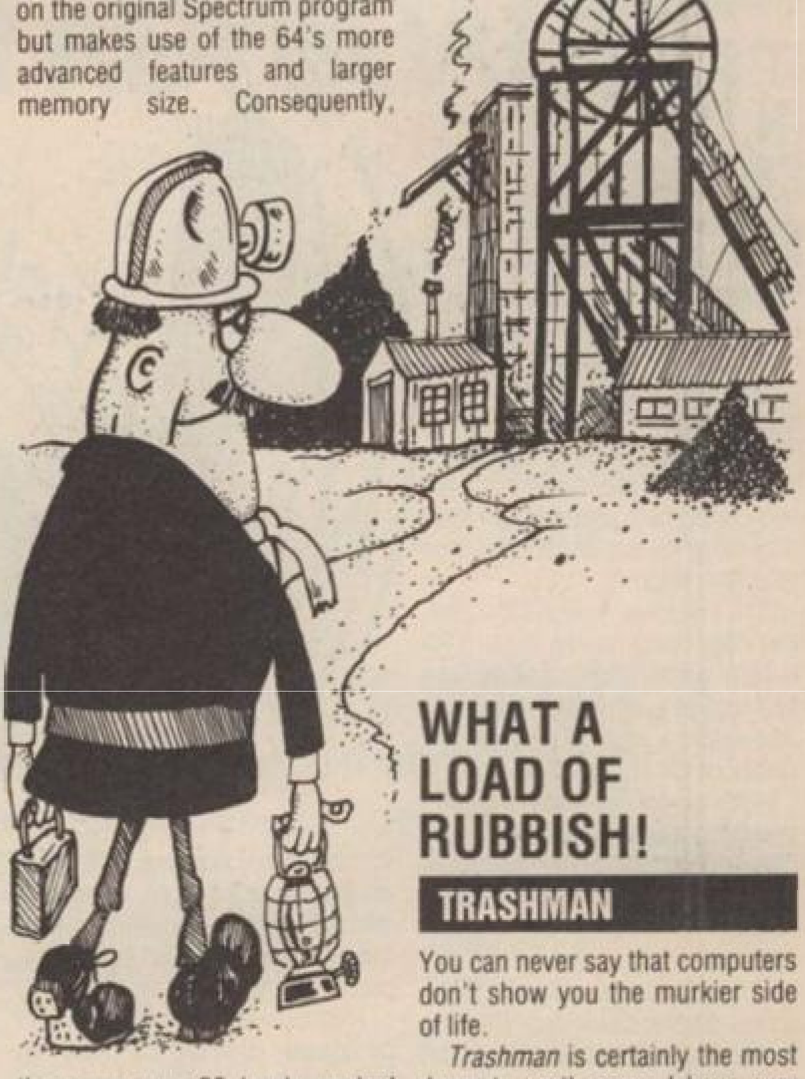
YET MORE MONSTERS FOR MINERS

MATTY

After their success with *Manic Miner*, Bug Byte has come up with a sequel to rival Software Projects' *Jet Set Willy*, called *Matty Goes Mining*.

Bug Byte has long wanted to produce a follow-up to *Manic Miner*. But up to now they have been unable to do so since the departure of Matthew Smith, the author of *Manic Miner* and *Jet Set Willy*.

The new game is loosely based on the original Spectrum program but makes use of the 64's more advanced features and larger memory size. Consequently, there are over 30 levels packed with more varied characters and monsters than in *Manic Miner*.



The company has also released a tongue in cheek program about the hardships of living on the dole in Hampstead. You are placed in the shoes of an out of work teenager trying to escape the depressing round of job centres and dole queues.

Both games will be available in early June. *Matty Goes Mining* will cost £7.95 and *Hampstead* £5.50 for the Spectrum version.

Software Projects are, at this moment, working on a Commodore 64 version of their chart-topping game, *Jet Set Willy*.

Not satisfied with cramming all the 60 levels of the Spectrum game into the 64, they've added four more screens and ironed out a few bugs.

The company hope to avoid the delays that plagued the first program and are confident that the game will be on sale in late July.

WHAT A LOAD OF RUBBISH!

TRASHMAN

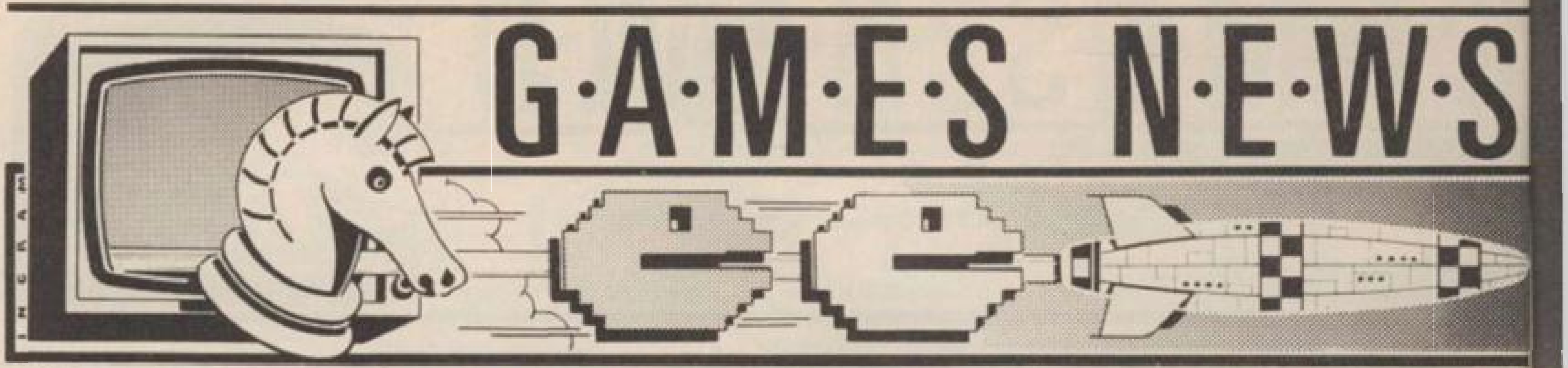
You can never say that computers don't show you the murkier side of life.

Trashman is certainly the most down to earth game I have ever heard of. Instead of hurtling through the galaxy, you can hump heavy dustbins full of rubbish along suburban avenues.

The game will certainly convince you that collecting rubbish is skilled work.

Illustration: Dorian Cross

GAMES NEWS



Walking on the grass loses you points, causes a few anguished screams from the owners of the houses and gets you a dressing down from your supervisor.

You will have to be nimble on your feet, too, to keep on the paths and dodge the traffic when you dump the rubbish in the dust cart and while crossing the road to more houses.

If you are too clumsy, and persist in walking on the newly cut lawns, the occupiers are likely to set their ferocious dogs and cats on you — and you will never be able to finish your shift.

Trashman is available for the Spectrum and the Commodore 64 and can be obtained from New Generation Software.

IT'S ALL IN THE COOK BOOK

COMPUTER COOK BOOK

Bug Byte, one of Liverpool's leading software houses, has produced one of the most novel and practical programs for the Spectrum to date.

The Computer Cook Book contains a set of programs that help you select an appropriate meal according to the ingredients that you have at hand.

The program chooses the recipes depending on the cost, difficulty of preparation, cooking time and country of origin—and will also select a wine to complement the food.

Cooking for an army wouldn't prove too much of a problem — it can work out the right amounts of each ingredient for up to 200 people, in metric or imperial weights.

The Computer Cook Book comes on two cassettes. The first is for one-off recipes and the second plans menus for dinner parties or large meals.

Fanny Craddock could have endless fun with this!

The Computer Cook Book is available from Bug Byte Software for the 48K Spectrum and costs £9.50.

THE KEY TO SOFTWARE PROTECTION

BUZZARD BAIT

A revolutionary new anti-piracy system has been launched for the Dragon 32, with versions promised for the Spectrum and Commodore 64 in the near future.

Buzzard Bait is the first commercial game to be released with a hardware add-on, or software key as the makers Microdeal call it, to prevent copying. The add-on, known as a dongle, is inserted into the joystick port during loading and then removed before the player begins.

Although the program can still be copied, allowing the owner to make back-up tapes for their own personal use, they will not work without the magic dongle — and that can't be copied.

One small fact about *Buzzard Bait* may interest you — it is in fact an exact copy of the arcade game *Joust*.

This innovation should go some way towards appeasing the software houses in their clamour against software piracy.

Illustration: Dorian Cross

THIS WILL DRIVE YOU BATTY!

3D BAT ATTACK

A brand new company, Cheetahsoft, has launched two new titles for the ZX Spectrum.

The first is a rather novel three dimensional maze game called *3D Bat Attack*. The program places you inside a maze where you must gather up the blocks of gold that have been littered around the passageways.

The whole time a pack of vicious and bloodthirsty vampires are trying to track you down in a corner of the maze.

The second is a strategy war game set in Europe. In *Conquest* you play the part of a power-hungry emperor of a small Mediterranean country, hell bent on ruling the entire continent.

Your aim is to gain a hundred squares of territory as quickly as possible. Other rulers and underground guerrillas battle relentlessly to murder you and bring your empire to its knees.

Plagues and civil wars occur with frightening regularity. Only the toughest and most ruthless player can hope to win.

3D Bat Attack and *Conquest* are available from Cheetahsoft for the 48k Spectrum in early June and cost £6.95 each.

MASTER OF THE MARTIAL ARTS

BRUCE LEE

Games players may soon be able to award themselves a black belt, but only if they manage to master Datasoft's new video game, *Bruce Lee*.

Bruce Lee, the all-time master of the martial arts, has been resurrected to star in a new all-kicking, all-screaming game for the Commodore 64.

As Bruce Lee, you must penetrate the palace of the evil Wizard and claim his accumulated fortune. If you succeed in your mission, eternal life and unbelievable wealth will be yours. If you fail—well, we don't like to say.

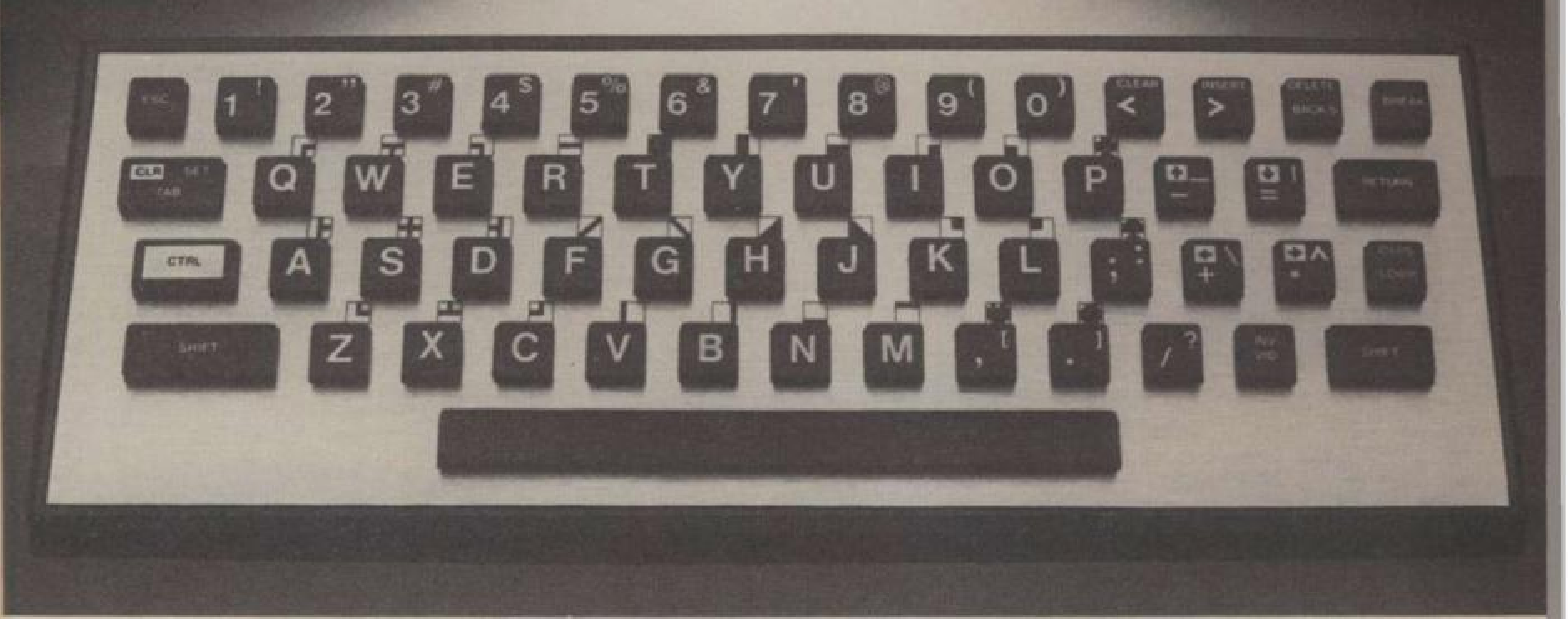
The Wizard is far too wise to face your mighty fighting power alone, and he sends two of his most valued servants.

Ninja is trained to use a fearsome array of deadly weapons and Yamo is a green giant whose amazing power can crush bones, seemingly without any effort.

Over 20 different graphic locations must be conquered before you come face to face with Wizard and his awesome magical powers.

Bruce Lee will be available for the Commodore 64 in mid June and costs £9.95 for cassette and £11.95 for the disc version.

A VITAL PIECE OF SOFTWARE FOR ATARI 400 OWNERS.



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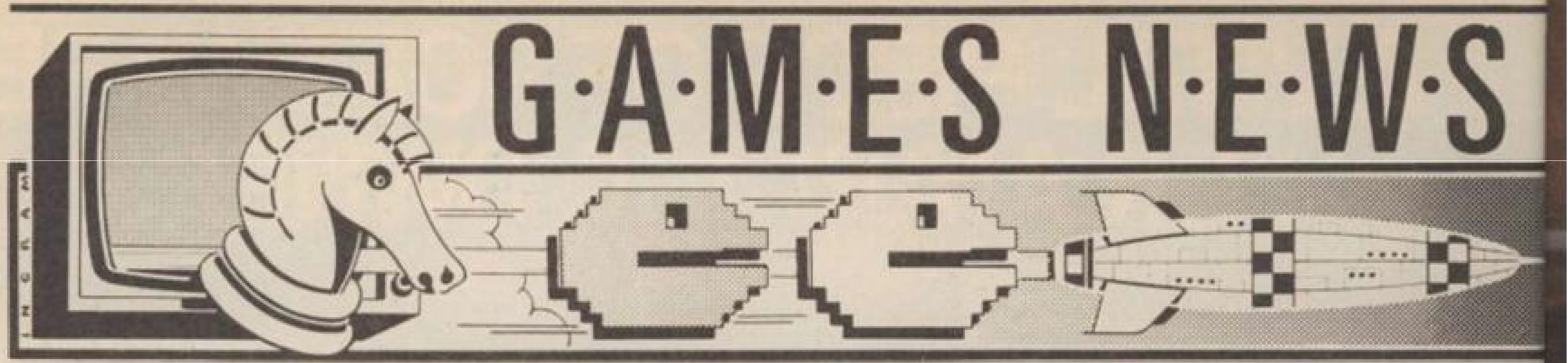
CG63

G·A·M·E·S N·E·W·S



THE PRIZE

More prize money up for grabs this month with the launch of *The Prize* from Arcade Software.

Five Gs will go to the first person to get to the last level in this maze-chase game. It's a scrolling type maze similar to *Splat!*, measuring seven screens by seven screens.

Each of the four levels contains an energy base which gives you temporary immunity from the nasties who are out to stop you getting your hands on Arcade's £5,000.

A spokesman from Arcade told me that the nasties in the final stages of the game are "maniacal"—so you'll need to be a real maze-master to pick up the cheque in this game which is on sale now at £5.50.

If your skills lie more in the design than in the playing of computer games, then you may be interested to learn that Melbourne House has extended the deadline in their £3,000 design-a-game competition.

To pick up the prize money, you have to design a game using Melbourne's new games designer tape—H.U.R.G.

You can pick up a H.U.R.G. for £14.95 and the organisers say they are looking for originality and excitement in the winning game. All entries must be in by June 31st.

THE SECRET OF

PANDORA'S BOX

Commodore has backed up its already large range of software with some excellent new games for the 64.

The first of the five games is called *Pandora's Box*, which is based on the ancient myth of a young woman who opened a secret box and freed all the evils which now plague mankind, or so the legend says.

In the game, you play the unfortunate Pandora who, having opened the box, realises her mistake and frantically tries to keep the monsters inside by hitting them as they reach the edge of the box.

On a lighter note, *Punchy* is Commodore's version of *Hunchback*, but instead of Quasimodo, the characters of the game are taken from the seaside puppet show, Punch and Judy.

You play the part of the policeman trying to rescue Punch's long-suffering wife, Judy, whom he has kidnapped. The policeman must jump across holes and swing across crocodile-infested lakes to reach her. But the mischievous Punch pops up regularly to try to foil his rescue attempt.

The three other games are *Humphrey*, a Q*bert-type game, *Little Icarus*, a graphical adventure game set in ancient Greece and *Mayhem*, a super fast maze game.

All the programs run on the Commodore 64 and cost £5.99 each on cassette or £19.95 for a disk containing all five games.

DESIGNER OF THE MONTH

Name: Dave Marshall.

Games: Fighter Pilot.

Born: Longeaton, near Nottingham, 1954.

PILOT
48K SPECTRUM
K MARSHALL
FIGHTER
PILOT

Dave Marshall is not at all worried that his fledgling company is becoming known as the flight simulation specialists.

"When I speak to games players at computer fairs, they always want to know when the next simulation is coming out, not whether we are going to do anything else". Dave and partner, Rod Swift, are so committed to computerised flight that their next two products will also be flight simulations—to add to *Night Gunner* and *Fighter Pilot*.

With no less than nine flight simulations in the current NOP Top Thirty, it is difficult to fault Digital's commitment to this type of game.

Dave gave up a high-powered job with the Ministry of Defence, where he worked on computer flight control systems and travelled extensively, to set up Digital Integration.

"I have no regrets . . . I always wanted to have may own company. I am still friendly with the people I used to work with and I think they slightly envy me.

"I don't think about becoming fabulously wealthy. Rod and I worked for the first six months of Digital's existence without pay so that we could get the company off the ground. Our priorities now are to expand the company and take on more programmers".

Dave's first contact with computers came at Bath University where he studied systems engineering on a special MOD sponsored course. "It was just a terminal of a mainframe. My first real experience of micros was when I bought a kit computer in 1976. It was a very simple machine—made by National Semi Conductor—you couldn't do much with it though I did manage to write a *Duck Shoot* program".

Favourite Food: ***Pork in white wine sauce.***

Favourite Drink: ***Southern Comfort.***

TV Program: ***MASH.***

Computer Program: ***Fighter Pilot, Death Chase.***

Countries Visited: ***USA, Greece, Germany, France, Yugoslavia.***

Ambitions: ***To run a very successful company.***

Pets: ***Only my eighteen month old son—Stephen.***

Favourite Pop Groups: ***Jethro Tull, James Taylor, Ralph McTell.***

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~FLIP THE CASSETTE~

SOLVE THE ADVENTURE

SPECTRUM 16/48

Jokers Wild.
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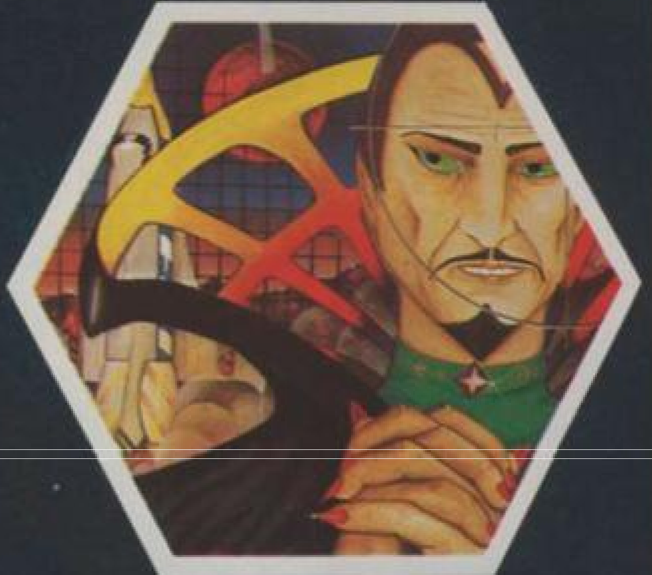
By Nic Ford



CBM 64

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Travel back through time to stop Adam eating that apple!
By Brandon James

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By Tyrone Howe

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By Stuart Barnes

VIC 20

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By Simon Wickes

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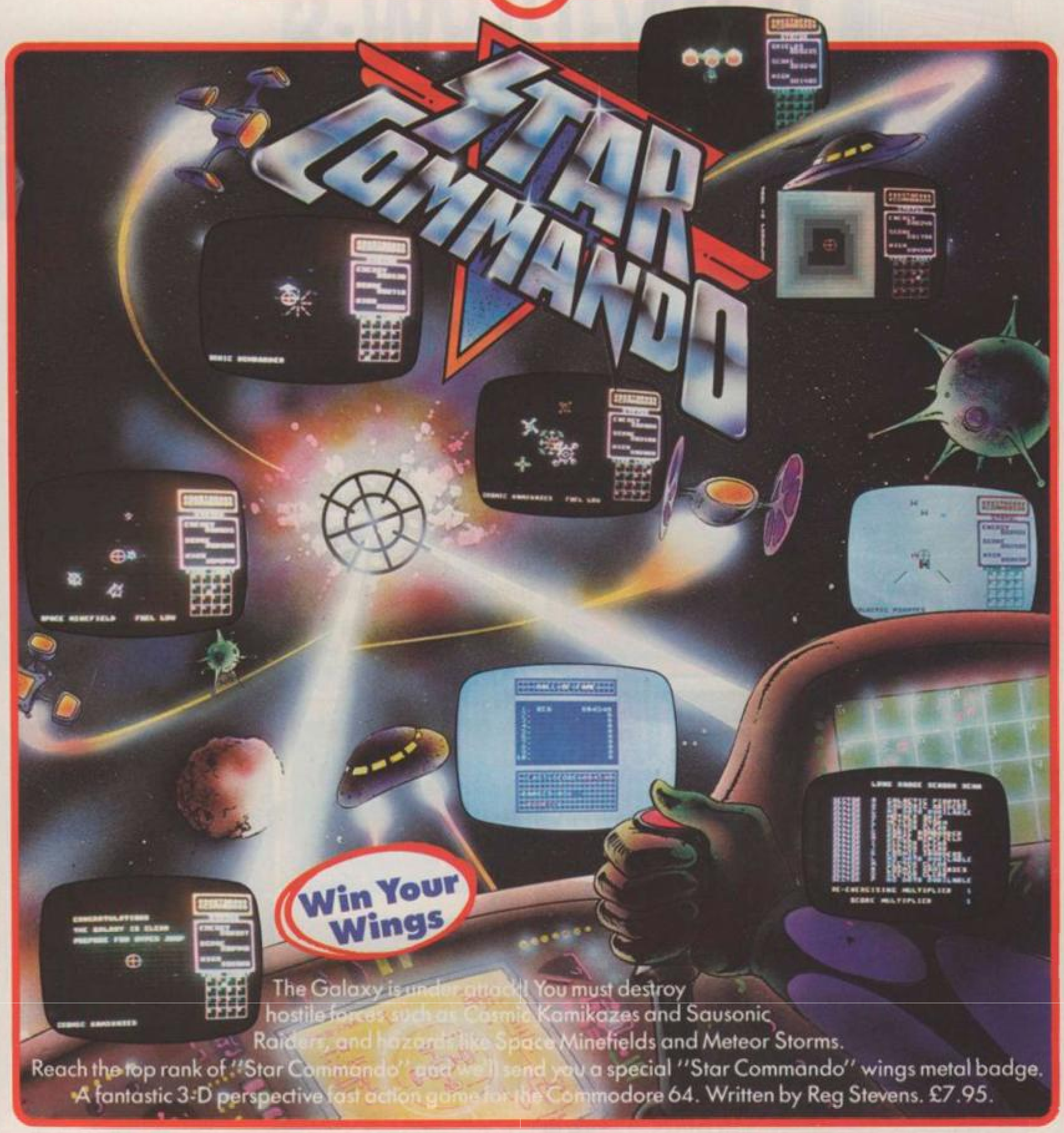
TERMINAL SOFTWARE



The Galaxy is under attack! You must destroy hostile forces such as Cosmic Kamikazes and Sausonic Raiders, and hazards like Space Minefields and Meteor Storms.
Reach the top rank of "Star Commando" and we'll send you a special "Star Commando" wings metal badge.
A fantastic 3-D perspective fast action game for the Commodore 64. Written by Reg Stevens. £7.95.

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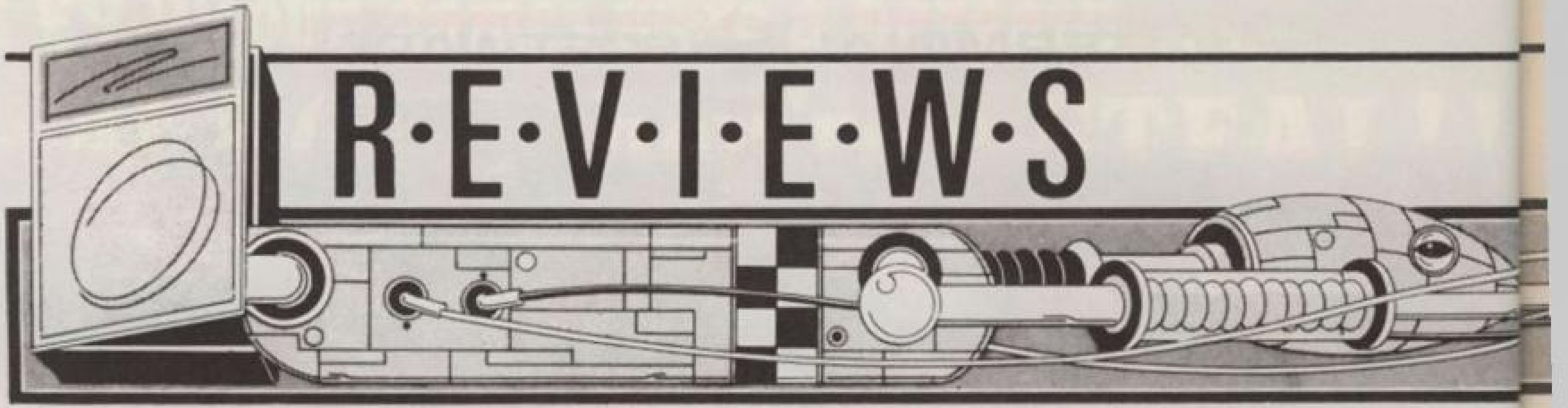
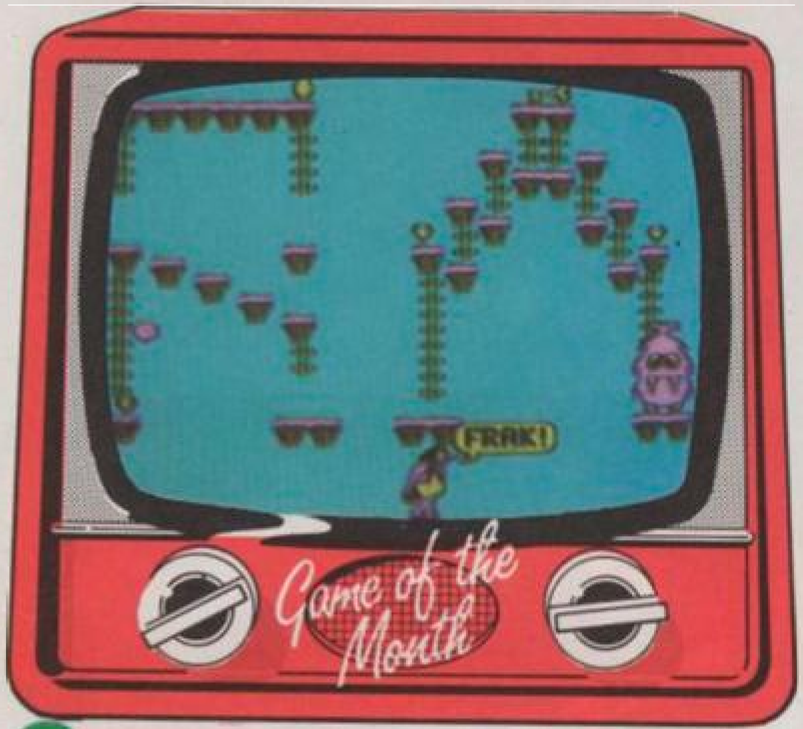


R·E·V·I·E·W·S



1

FRAK

MACHINE: BBC
SUPPLIER: Aardvark
PRICE: £7.95

Zalaga was a milestone in computer software, probably equal to the effect *Jet Pac* had on Spectrum games.

Aardvark's new game, *Frak*, is set to pull the rug from under the feet of the rest of Britain's BBC software houses. It is certainly time that there was a shake up—almost all the companies have been content to churn out the usual, barely mediocre, games tapes.

Fortunately, *Frak* should provide the kick in the backside that the BBC games producers desperately need to wake them up to the fact that their products haven't progressed in the last two years.

The most obvious and immediate difference between *Frak* and your average, run of the mill game are the graphics—frankly, they are incredible.

The game's programmer, Orlando, says the graphics are "the best ever on a home computer". I'm not one to boost a millionaire games writer's ego if I can help it but I'm afraid I have to agree with him.

As I said, the graphics are incredible, as is the animation of the little caveman you control. He actually looks like he has joints in his legs.

The aim of *Frak* is to help Trogg, the caveman, to climb across logs and rock ledges and up and down ladders in search of enough golden keys to open the gateway to the next adventure level, which has yet to be reached by anybody—including the programmer himself.

A whole array of monsters and traps await our loin-clothed hero. Bouncing balls and daggers drop from higher up the cliff face onto Trogg and huge pink monsters perch on the ledges, blocking his progress to the next level.

Trogg has a secret weapon up his fur skin, though—a yellow yo-yo—which he uses with deadly accuracy to knock the monster off the cliff face.

My only criticism of the game is that occasionally the caveman doesn't jump when you want him to and he invariably falls off the ledge. It is very frustrating having to start from the beginning again.

But this small fault won't stop me placing *Frak* in my top five favourite games.

● **Getting started**	7
● **Graphics**	10
● **Value**	8
● **Playability**	9

2

HEIST

MACHINE: BBC
SUPPLIER: Softspot
PRICE: £7.95

Bags of loot, time bombs, cups of tea, hammers and a panting, frustrated bank manager make up the unlikely ingredients of *Heist*, one of several new games from Softspot.

Heist is yet another in a long series of climbing games which are at present bombarding the market though it is a far cry from the fast, addictive and original Transistor's Revenge, also from Softspot.

That point aside, *Heist* is the story of a bank manager who is just about to close up the bank at the end of the day's trading when—CRASH!—four hefty thugs burst into the bank on the lookout for some easy loot.

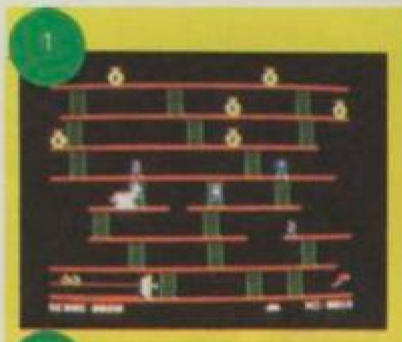
Money bags litter the ground on all levels of the bank, so there is only one thing to be done. The bank manager must trundle around collecting the bags to stash in the vault.

Now these are no ordinary robbers—instead of disappearing with the rest of the loot, they chase round madly after the manager trying to cut him off from the vault so that they can steal the money he has collected so far.

In a fit of madness, one of the robbers lights a time bomb—tick-tock, tick-tock. The manager rushes to the top of the building to defuse the bomb before it can blow his beloved bank and everyone in it to smithereens.

One feature which is very similar to *Donkey Kong* are the hammers which can be used to lay out the robbers. The cups of tea appear at random to refresh the poor man as he rushes up and down to the vault.

Each level is connected by a series of ladders, with all the money on the higher levels and the vault in the basement. The game can become very tedious, though, as the bank manager can only carry one bag at a time so he has to make several trips.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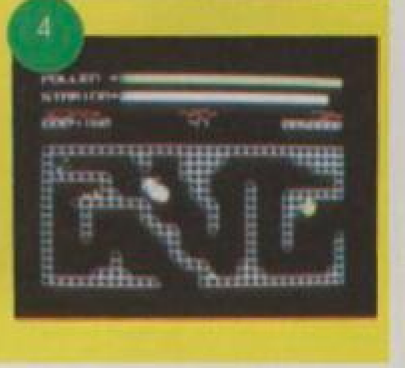
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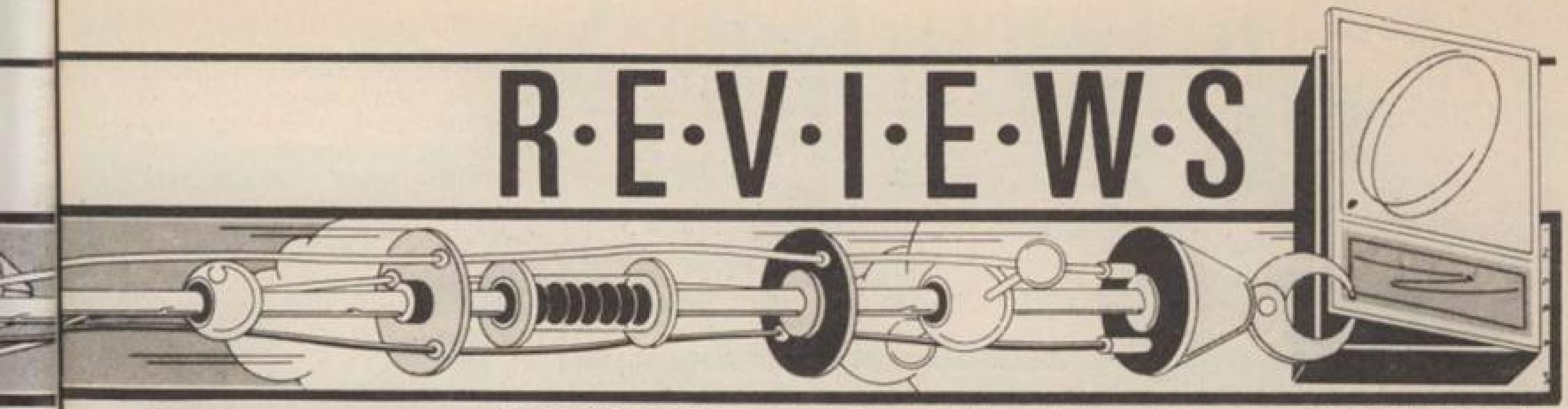
After he has safely stashed the money away, a new day and a new screen begins. As the game progresses, the robbers chase more intelligently, there are more money bags and the going becomes a lot harder.

The controls are very simple to master and a very apt tune plays throughout—*If I Were a Rich Man!!*

● **Getting started**	8
● **Graphics**	7
● **Value**	6
● **Playability**	6

R·E·V·I·E·W·S



3 TRIAD

MACHINE: CBM 64
SUPPLIER: Livewire
PRICE: £8.95

Space Invaders seems to be making a comeback in Livewire's latest game. Although the game has been given a few novel twists, there are still remnants of the old classic in there.

This is a standard shoot-'em-up game but someone has tried to add 3D effects. And failed.

The story goes that galactic hyperways have been built to allow transport between distant stars, but the transports are attacked, without warning, by the Triad.

Your job is to save the galaxy and you do this in two stages. First, you must destroy the Triads and then clear a path through the asteroids for the transport ships. Your sole weapon in helping to bring about galactic peace is your laser gun.

The first screen asks you to destroy the Triads. They group themselves, invader-like, in the distance and every couple of seconds one of them will break away from the group and come towards you.

If you don't manage to destroy it, then your shield will suffer damage and its rating will decrease by around 15%. Too many hits and your shield will be totally destroyed and you lose a life.

It took me some time to get used to this game. Although the game allows joystick control, it's still not easy to play. Everything moves very fast. This doesn't make the game any more exciting, though, just fast.

Once you've destroyed the Triad, your final task is to clear a path through the meteor storm. Large meteors hurtle towards you in real imitation 3D and you have to give them a quick blast of your laser before they get near enough to blow you to pieces.

It took me about an hour to get to this stage and, feeling duly pleased with myself, I waited for the next task. But, despite being promoted to a novice, not a lot happened. The first screen repeated itself and the game was no different.

Although not too playable, the game does have some clever features.

The sound effects are quite good—it plays Toccata, by Bach, while you're blasting away which helps relieve the boredom of the actual game.

Control is through a joystick or the keyboard. You can change the keys used if you wish by selecting one of the options from the large menu. This menu allows you to turn the tune off, select difficulty levels and select one or two player game.

All things considered, I've seen far better on the 64. The graphics are adequate but the 3D is nothing spectacular.

● **Getting started**	8
● **Graphics**	7
● **Value**	6
● **Playability**	6

4 3D SILICON FISH

MACHINE: Vic-20
SUPPLIER: Thor
PRICE: £5.95

Well, I don't know quite where the 3D in the title fits in with this maze-type game—there's certainly not much about the game that's three-dimensional, apart from the box it comes in.

Still, despite that, *Silicon Fish* isn't a bad game. You play the part of an android mercenary, Sillo, who has to zap out to a far-flung part of the universe where there is a vast supply of silicon. Earth is running short you see and needs supplies of the stuff urgently.

You'll find yourself in a maze with what can only be described as ponds dotted around it. Scrolling along in these ponds is the silicon which you are after.

You must position your fisher craft alongside one of these pools and fire an intercepter which collects the silicon and adds to your score.

Meanwhile, around the maze, nasty exploding things are happening. Random blasts fill up the corridors and, if your ship is in the way, then Sillo is reduced to tiny atomic particles!

There are five stages to the game and the action gets faster as you get better at collecting the floating silicon.

Not a bad game for the unexpanded Vic—but *Silicon Fish* is one of those games that leaves you a bit dissatisfied and longing for a good shoot-'em-up!

You can play the game using keyboard or joystick by the way—but joysticks are more fun!

● **Getting started**	8
● **Graphics**	6
● **Value**	5
● **Playability**	5

5 ANTICS

MACHINE: Spectrum 48k
SUPPLIER: Bug Byte
PRICE: £6.95

Bug Byte's latest offering is the sequel to *The Birds and The Bees*.

You take the part of Barnabee, the bee, and your task is to fly round an ants' nest avoiding the nasties which lurk inside.

You must also rescue your partner, Boris, who has been caught by the nasties (ouch!).

There is a secret message hidden within the game and your ultimate mission is to discover its whereabouts and contents.

The game uses only three controls, but you can use a joystick if you wish. Bug Byte claims that the game is compatible with any joystick interface. Its method of control is slightly reminiscent of *Manic Miner*, once Bug Byte's pride and joy.

There is a number of screens which make up the nest and each has one or more exits on it which lead to another screen.

Two keys move you left and right and another is used to flap your wings which make you go up. Stop flapping to start falling to the ground.

The two quantities which you must watch are indicated at the top of the screen by a bar of colour which varies in length. These are stamina and pollen. You start off with a full supply of stamina and no pollen. You lose stamina by coming into contact with a meanie and the length of the bar ticks away for as long as you touch one.

Pollen is found by landing on certain types of flowers. Your pollen supply is then boosted and you can set off in search of a different kind of flower which is in need of pollination. Landing on this type will deposit the pollen and prove a major contribution to your current score.

Spiders, though, love pollen and if one catches you it'll eat some. This will affect the number of points you get when you finally land and deposit your pollen on a poor unsuspecting little flower.

The top of the screen shows your current score, the high score and your rank in the table of high scorers.

Unlike most other arcade games, this one has a record of the top 50 scorers so you can watch your ranking climb from 51 to one as you play.

The sound effects in the game are great. It plays Bach's Toccata and Fugue in D Minor, as recorded a couple of years ago by John Williams' group, Sky.

● **Getting started**	8
● **Graphics**	8
● **Value**	8
● **Playability**	7

CODE NAME MAT

MACHINE: Spectrum 48k
SUPPLIER: Micromega
PRICE: £5.50

Complex strategy games like *Code Name MAT* are becoming even more popular by the minute—and they are becoming ever more difficult to master.

Code Name MAT is reminiscent of Atari's *Star Raiders*, combining the shoot-'em-up action of *Galaxians* and the strategy decision-making of chess.

The game begins by asking

R·E·V·I·E·W·S

Getting started: This not only covers how easy it is to load the game, but also how good the instructions on the cassette inlay are. A low mark means the game takes ages to load and the manufacturer hasn't bothered to tell you just what that fuzzy green thing in the corner of the screen is!

whether you wish to be a pilot or a commander and which of three levels of difficulty you want to play. Actually starting to play the game is a daunting experience—over ten keys are used to control your space ship during the game. You have been chosen to control the Earth's most fearsome space craft in a last ditch effort to win the war against the invading Rigilans. Equipped with long range scanners, warp engines and photon torpedoes, you must eliminate the aliens from each of the solar system's sectors.

To do the game justice, this review would have to run for some pages and involve several weeks' reviewing on my part. One thing I have discovered about the game is that it would probably be the best £5.50 you could spend on your Spectrum.

● Getting started	6
● Graphics	8
● Value	9
● Playability	8

CORE!

MACHINE: Texas TI-99/4a
SUPPLIER: Christine Computing
PRICE: £4.95

Poor Texas owners are having a hard time finding software for their now redundant micro. However, even if you are desperate for a game to play, you should steer clear of *Core!*

Steering is the object of the game. You have to steer a space craft through various hazards—the sky and a cave system—to reach the planet's core. You get a high score read-out after the end of each game but you only get one life.

The game is written in TI Basic—and it shows. The scrolling movement of the screen is slow and jerky and all the graphics are in stunning black and white. The theme of the game is extremely old and very boring.

We reckon you'd do better to program in one of the listings you'll find in *C&VG* and save your money.

Oh yes, while we are at it, the packaging is not that great either. There are no instructions at all on the cassette inlay—just a blank space.

However, the game instructions included in the program are pretty comprehensive, although the spelling is not that great—for example, "plains" when the programmer means "planes". I ask you!

● Getting started	4
● Graphics	1
● Value	0
● Playability	1

GHOULS

MACHINE: BBC
SUPPLIER: Program Power
PRICE: £7.95

Miner 2049er has spawned a whole family of lookalike games of which *Manic Miner* is the best known and most competent copy of the original.

The software industry has always been quick to pinch a good idea and then flog it to death for the next six months. *Galaxians* and *Donkey Kong* are classic examples of software houses' readiness to rip off and rehash old games claiming that this is what the public want.

Ghouls from Program Power is a blatant copy of *Manic Miner*. Needless to say, the program isn't up to the standard of Bug Byte's original game. That is not to say the game is unacceptable—hundreds of tapes like it pass through the *C&VG* office every year—but I think it is time software companies stopped feeding off the ideas of the few creative people in the industry.

It is unbelievable that software producers can cry wolf over software piracy when they are merrily churning out the 86th copy of *Donkey Kong*—and they wonder why business is bad!

Program Power are by no means the worst offender. They would no doubt protest that BBC owners are crying out for a climbing game based on *Manic Miner*. I would argue that the public has very rarely been given the chance to choose.

Ultimate are one company that have given computer owners an alternative, and they have responded by making each one of Ultimate's games a best seller, as well as nominating them for every category in the *C&VG* Golden Joystick Awards.

I haven't said much about the game *Ghouls* in this review. That is because very little needs to be said except that it's a second rate rip off.

● Getting started	6
● Graphics	6
● Value	4
● Playability	3

DEMOLATOR

MACHINE: BBC
SUPPLIER: Visions
PRICE: £6.95

Demolator is the best game yet to roll off the production line at Visions Software Factory.

You control a droid in a scrolling maze full of nasties. The action takes place aboard the BS Quinn Battlestar which is transporting the last survivors of an attack on Earth to safety across the other side of the galaxy.

The Demolators have penetrated the ship's defences and are exterminating its human cargo. Your robot is armed with a laser gun with which he must blast the aliens.

Three types of nasty must be dealt with in the game's 24 levels. Easiest of these are the Minors who must be blasted before they turn into stationary, though deadly, mines.

Slightly tougher are the Protectors who move around and whizz bullets at you. Toughest of all are the Trackors who home in on your droid with deadly precision.

Also dotted around the ship's maze-like structure are several fuel dumps which you have to touch for bonus points.

I enjoyed this game. It's not terribly original—combining elements of *Berzerk* with a standard shoot-'em-up—but it is surprisingly addictive and well executed, with good speed and graphics.

In the shops now for the BBC model B at £6.95.

● Getting started	5
● Graphics	8
● Value	7
● Playability	7

Flight simulation programs are coming thick and fast for the increasingly popular Commodore 64, so we decided to take a look at a few . . .

PILOT 64

MACHINE:CBM 64
SUPPLIER: Abbex
PRICE: £7.50

Pilot 64 comes with some impressive credentials. It was written by a pilot, it is based on a real aircraft—the Leander 454—and you have to fly your simulated flight path around a simulated Norwich airport.

You must use the map displayed at the start of each game to fly a circuit around Norwich, negotiating various hazards—including a military air zone.

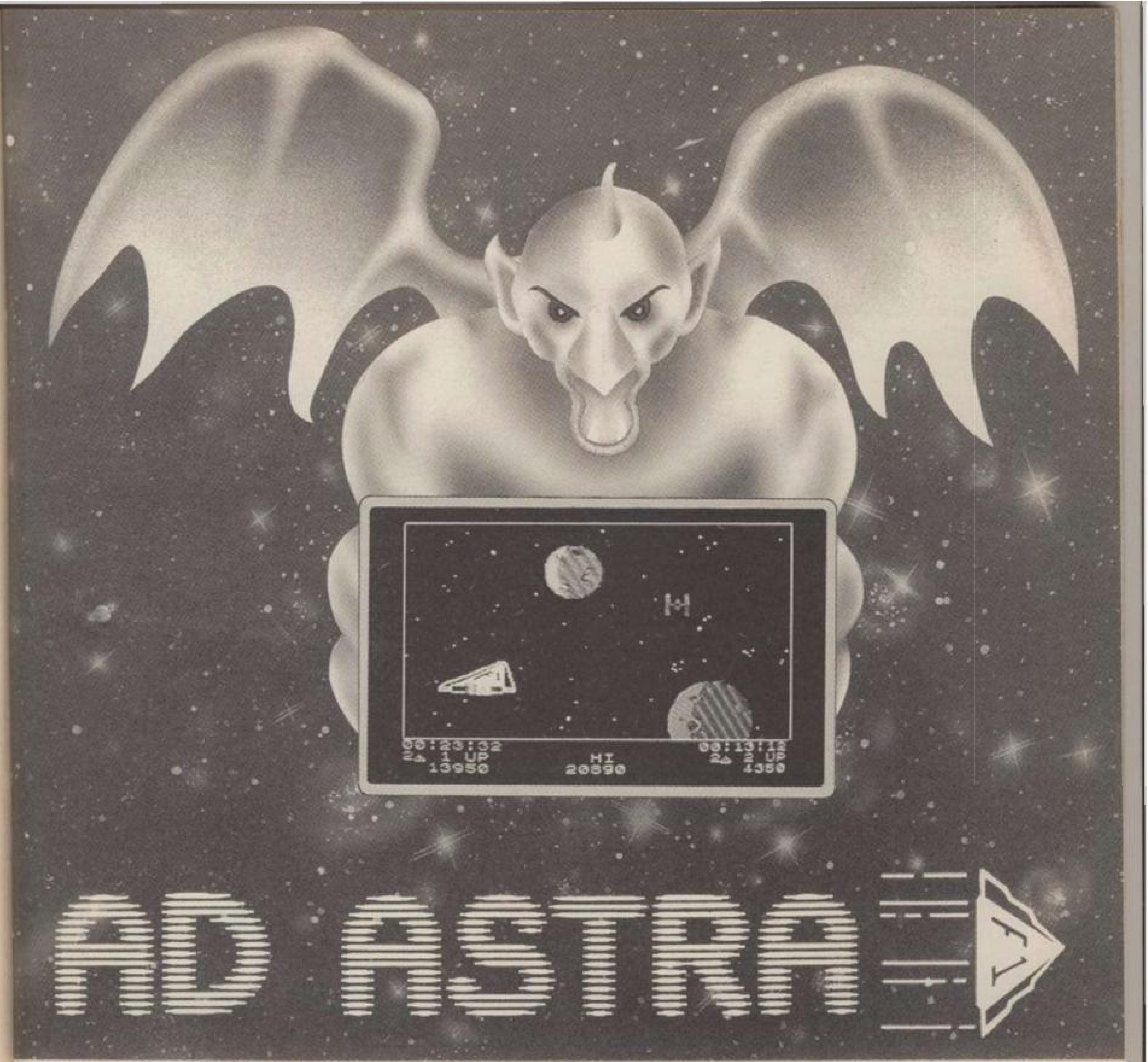
The instrumentation is the most impressive thing about this game—which has apparently been praised by pilots for its accuracy.

However, the readouts on the various instruments flash in an irritating fashion and make the whole panel difficult to read.

The instructions that come with the game are limited. I for one could have done with a bit more information on how to find the beacons I was supposed to be flying to.

Overall, *Pilot 64* isn't really in the same class as *Solo Flight* or *Flight 737* when it comes to playability. Pilots may like it but I'm afraid, for this reviewer, *Pilot 64* will remain grounded.

● Getting started	6
● Graphics	6
● Value	4
● Playability	4



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R·E·V·I·E·W·S

Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

FLIGHT PATH 737

MACHINE: CBM 64
SUPPLIER: Anirog
PRICE: £7.95

Nice one, Anirog! This flight simulation puts you in the driving seat of a 737 which you have to pilot over a mountain range and land safely at your final destination—sounds simple, but it takes a lot of talent to do it just right.

You begin on the ground at an airfield and, just as in real life, you must taxi your aircraft onto the right runway ready for take off. Once you've found the runway, it's all systems go for a flight. Rev-up and blast along the head for the wide blue yonder.

Soon you are airborne and you have to watch your height—too low and you'll smash into the mountains. Then after a short cruise over the mountain range, it's time to come down to earth. If you land successfully, you'll get a score and a recommendation to proceed to the next skill level.

The graphics are not in the stunning class, but are more than adequate. The instrumentation is good and fairly easy to read. You also get a view from the pilot's seat too—a strip above the instruments shows first the airstrip as you take off, the mountains as you cruise over them and the landing strip as you come back down again.

At first I found it difficult to control the jet. You have to keep one hand on the joystick and the other on the keyboard to control speed, undercarriage and flaps etc. But with a bit of practice and a cool head you'll soon be flying.

The tape comes with a fairly comprehensive instruction leaflet—but it could be better. There is some really important information missing. For instance, the instructions don't tell you exactly how to get to your correct runway and take off. Once your jet is on the correct heading, you have to centre the heading indicator arrow again. It took me some time—and several bent 737s—to work out exactly what I was doing wrong!

That gripe aside, *Flight Path 737* is a good simulation and has some of the best music I've yet heard on the 64. I sat for ages just listening to it! But please, Anirog, improve the instructions.

● **Getting started**	7
● **Graphics**	7
● **Value**	7
● **Playability**	7

SOLO FLIGHT

MACHINE: CBM 64
Atari range
SUPPLIER: MicroProse
PRICE: £14.95

Even better, MicroProse! *Solo Flight* is one of the new US Gold series available from Boots, W. H. Smith and Centresoft. These are top games programs from the USA not seen before over here—just talked about in envious terms! *Solo Flight* is a flight simulation with a difference—you can actually see the aeroplane you are flying.

The graphics are pretty good. You get a display of the aircraft instruments, plus a head-up display of the aircraft itself as you take off, land and cruise through the air. The movement of the plane is really nice—with 3D effect when you bank and turn.

There are several different levels of game action. You can simply fly around over a variety of American states—landing and taking off at various airfields, get in some landing practice, experience instrument-only flying in thick fog—or go on a mail delivery run.

If you want to deliver mail, you must plan your route, take on enough fuel and make sure you reach the right airfields. In this mode, you are presented with a map of the state you choose to fly over and an itinerary of stops to drop off mail—which you can select before you begin the flight.

Once you've completed your mail run, you get a screen display of your flight path on the map of the state.

The game also features emergency procedure practice, variable weather conditions and a "design your own approach feature".

Solo Flight comes with an extensive flight manual, maps and charts which all enhance game play. The aircraft actually behaves like a real aircraft should—or so I'm told!

This must be one of the best flying games around for the Commodore 64—and the Atari range. It's a joy to play and will keep flight fans amused for hours!

● **Getting started**	7
● **Graphics**	8
● **Value**	8
● **Playability**	8

BEAKY

MACHINE: Spectrum
SUPPLIER: Fantasy
PRICE: £5.50

Don't put all your eggs in one basket when playing this game as they're likely to be grabbed by a strange winged egg-snatcher.

Beaky and the Egg Snatchers is the latest release from Fantasy Software, the boys who brought us *The Pyramid*. You take the part of Beaky, a small white bird, and the game is all about looking after your eggs in a multi screen game.

Screen one has you plucking eggs from out of the mouths of egg snatchers. The eggs rest on a number of small platforms on the screen and the egg snatchers are swooping down and removing them. Your task is to apprehend the nasties in mid-flight with your gun. The egg will then fall from their claws and you must catch it before it hits the ground and ends up as an omelette.

Once you have an egg, you take it to the nest which is at the bottom of the screen where it remains until needed for the other screens.

You can collect up to nine eggs and you can quit this first level at any time as long as you have at least one egg.

Screen two is similar in layout to the first one.

Once you become a master at the first three screens then there are three more skill levels. The total of twelve screens has four egg-catching screens, four spinning disk ones and four with chicks.

Sound effects are in the game, including birdie noises and control is via a joystick or the keyboard.

This is a novel game. The graphics are good and some of the movement effects are quite clever.

● **Getting started**	7
● **Graphics**	9
● **Value**	8
● **Playability**	7

HUNGRY HORACE

MACHINE: CBM 64 48k
SUPPLIER: Melbourne House
PRICE: £6.95

Horace is one of the stars of computer games. Like Miner Willy, Cuthbert, and the Pi-Man, his latest games are looked forward to in the same way as the next instalment of the *Star Wars* or *Rocky* sagas.

Of course, it's all just a marketing exercise and the fact that these characters appear in a game should not be taken as a guarantee that the game is worth buying.

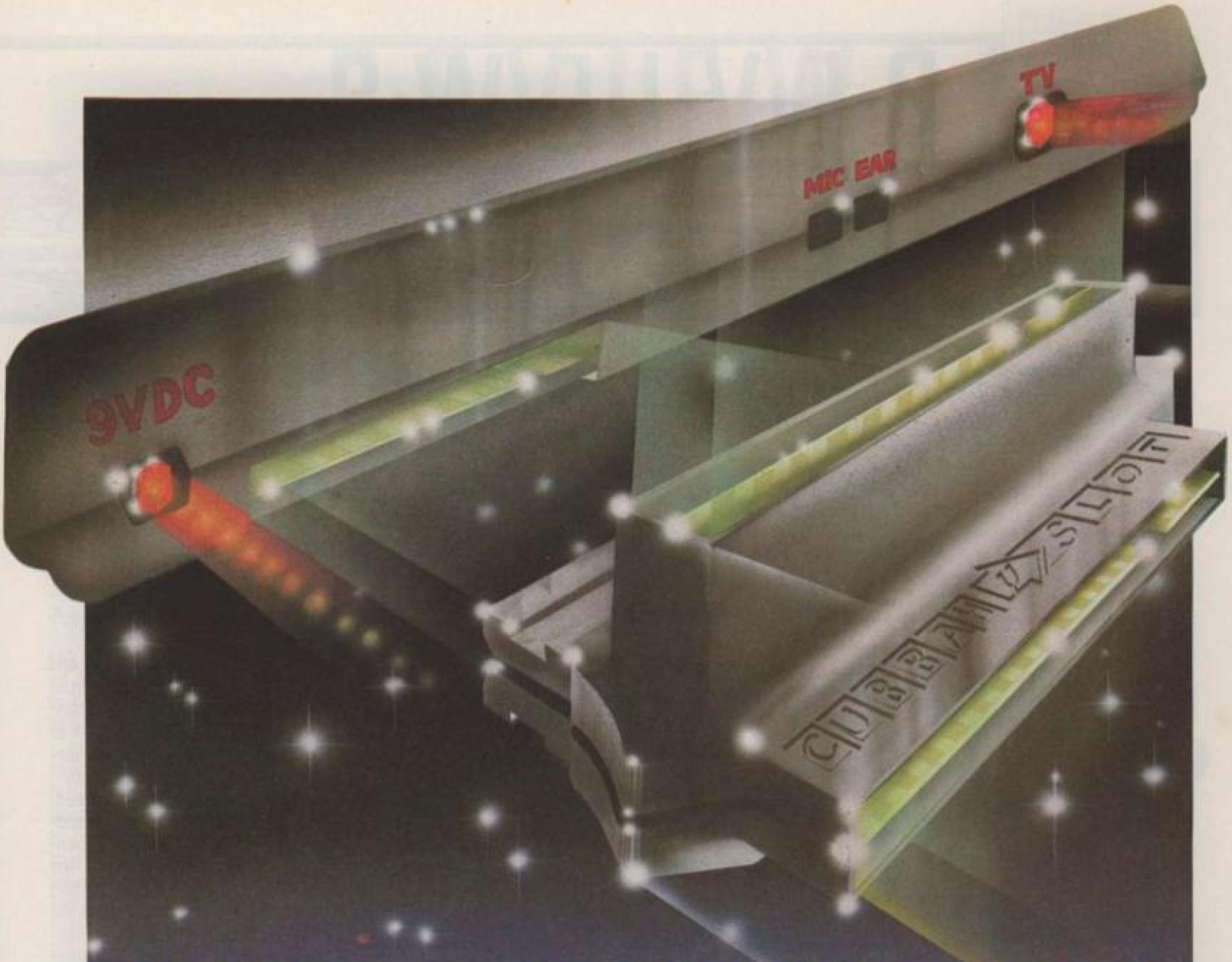
It's more sensible to judge each game on its merits. Some of the Horace games are good and some are not so good.

My personal favourite was *Horace Goes Skiing*. This was a considerable success when it appeared on the Spectrum last year and it now looks set to do well on the 64.

The reason for its success is because the game incorporates two separate, but equally entertaining, play elements.

It starts off with a Frogger-type screen in which you have to get Horace across a busy road to pick up his skis from a hut. Cross back again avoiding the fast moving traffic to the start of the ski slope.

You can now begin your descent. Skiing through the flags, you will be awarded a bonus when you get to the finish for your speed and the number of flags left



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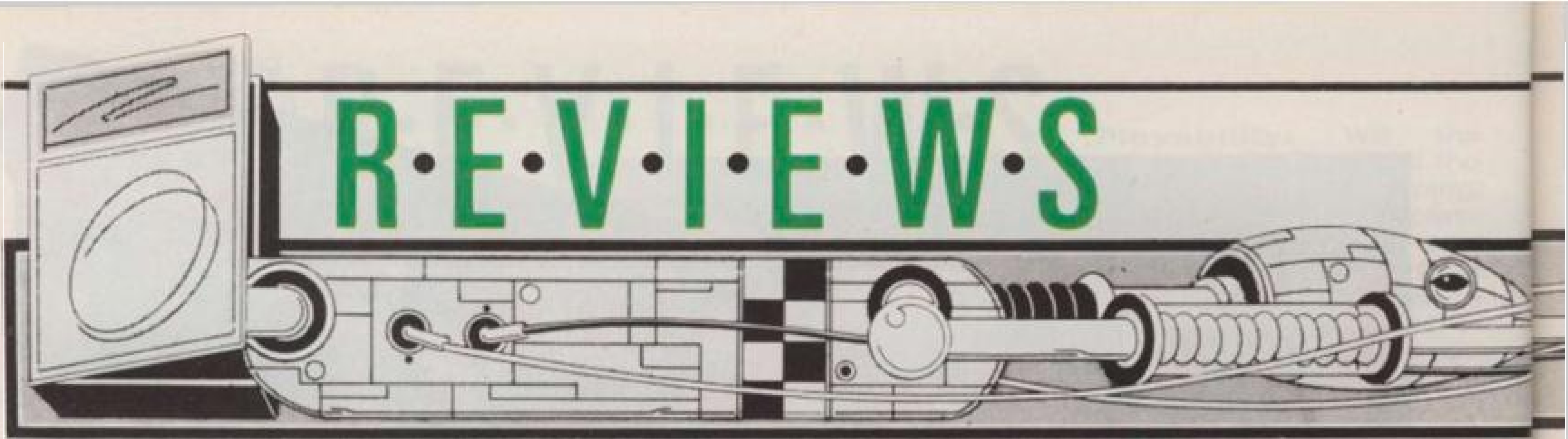


standing at the end.

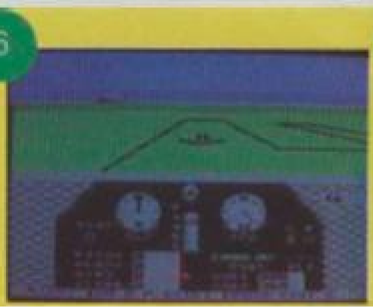
At £6.95 this offers 64 owners a good Frogger game and ski simulation rolled into one game.

Just a couple of gripes, though. The game does not appear to work with a joystick as stated and could we please have another new Horace game instead of more conversions of existing Spectrum titles?

Yours sincerely, A Fan.

● Getting started	5
● Graphics	6
● Value	6
● Playability	6

6



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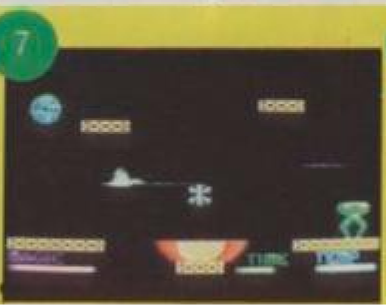

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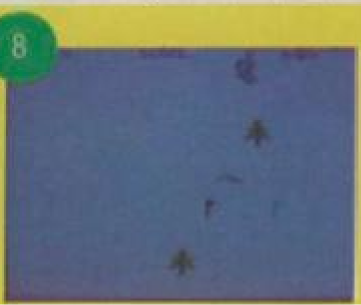


9 BEANSTALK

MACHINE: Spectrum 48k
SUPPLIER: Thor
PRICE: £5.95

Fe-Fi-Fo-Fum. I smell the blood of an Englishman! Transported light-years back to the days when fairy tales were my main reading matter, I loaded the cassette.

The game matched my expectations and I ventured with Jack up the beanstalk to a magic land where giants, treasures and magic abound.

Remember Jack and the Beanstalk? Jack's mum sent him to the market to sell Daisy the cow. On the way he was conned and swapped her for a handful of beans. With a clip round the ear, he was sent to bed and the beans thrown out of the window where, lo and behold, a giant beanstalk grew overnight.

Next day Jack made good his escape, legged it up the beanstalk and went to seek his fortune!

For those of you who can't remember the rest of the story, your chance has come to play it out in a superbly illustrated game. Only this time you have the power to control Jack's destiny—to steal the goose that lays the golden eggs so that Jack and his mum can live happily ever after.

Jack starts his adventure at the foot of the beanstalk. With his eyes peeled for gigantic spiders and kamikaze birds, he nips up the beanstalk—one false move and he plunges to the ground. Certain objects must be picked up on the screen to enable him to move on—a fact not mentioned in the instructions.

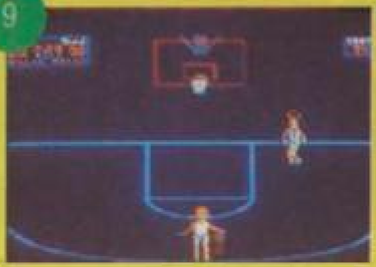
Having mastered the beanstalk, Jack has to scale a brick wall into the castle, free the goose from her cage and then tackle the giant.

The graphics are superb, with each screen resembling an illustrator's drawing. The game is also difficult to master as each screen poses it own problems.

Jack and the Beanstalk is definitely a game well worth buying.

● Getting started	8
● Graphics	9
● Value	9
● Playability	8

9



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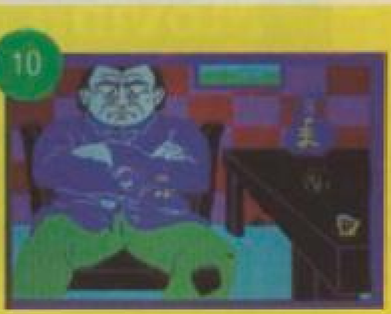


10 ONE ON ONE

MACHINE: CBM 64
SUPPLIER: Electronic Arts
PRICE: £30.00

Sports simulations have always proved the most difficult games to make playable on a computer. Hardly any, with the possible exception of *International Soccer*, have managed to capture the atmosphere and tension of a real sporting event, not to mention the fine control and manoeuvrability that is vital to a game of this kind.

One on One certainly qualifies as one of that rare species—the convincing sports simulation.

It was designed and written with the help of Larry Bird and Julius Erving, two of the USA's best basketball players. And it shows. The amount of work and planning that has obviously gone into this program is mind boggling.

Each of the player's characteristics have been moulded on either Bird or Erving. So, depending on which of the two you choose, your shooting and defending abilities will be different.

One feature that has been built into the game is fatigue. Too much running and jumping will slow your player down. Another strange addition is a "hot streak" where the computer allows you to have a better run than your opponent. It won't tell you are having a "hot streak" though—you will just have to feel it happening.

Yet again, I have to complain about the price of Electronic Art's software. They may well be able to get away with charging the equivalent of £30 in America, but they won't sell many in Britain at that price.

If they dropped their price to around £15 or £20, I would recommend that you rush out and buy a copy.

● Getting started	9
● Graphics	8
● Value	4
● Playability	10

11 GUARDIAN

MACHINE: Electron
SUPPLIER: Alligata
PRICE: £7.95

Landers, Mutants, Baiters and Swarmers all sound dreadfully familiar and it didn't need much guesswork to decide that *Guardian* was going to be another version of Williams' classic space shootout, *Defender*.

A deadly swarm of Baiters and assorted nasties follow your space craft as you skim the planet's surface in a desperate bid to protect the last colony of humanoids from the fearsome Landers.

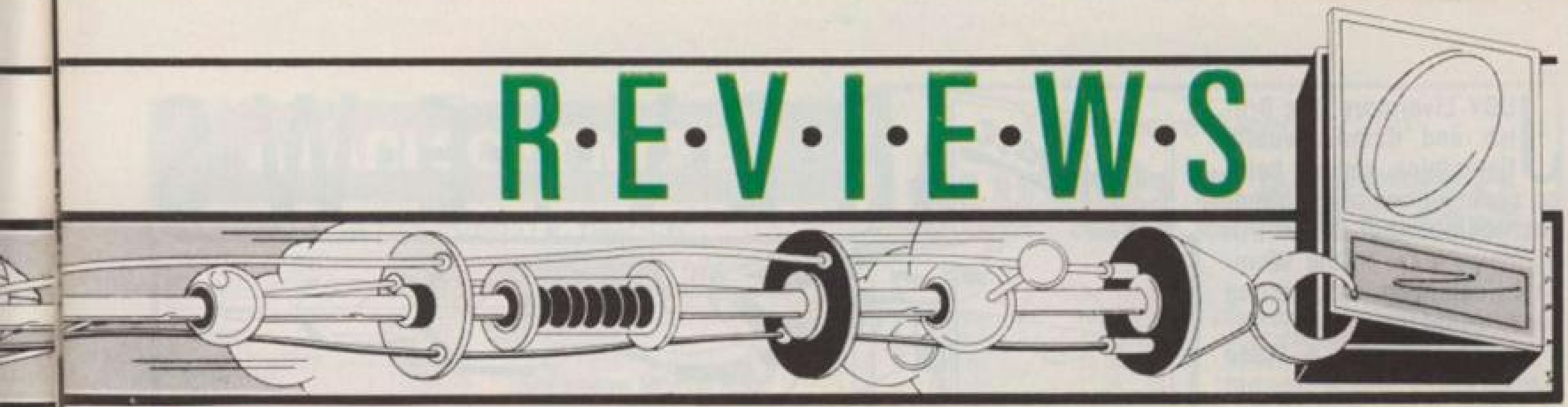
Swooping in at great speed, you fire a burst, destroy the Lander and rescue the falling humanoid. Once safely back to earth, the patrol continues in a swift and often hair-raising flight across the planet. Should the Landers succeed in capturing the Humanoids, they in turn will mutate into something nasty and pursue your fighter in deadly earnest.

Further planets await you with an increasing number of humanoids to rescue as the game progresses. With its fast action and smooth scrolling screen, *Guardian* is one of the best games I've seen on the Electron.

The game sticks faithfully to Williams' original and is comparable to Acornsoft's *Planetoids*.

The keyboard controls are simple and easy to master—essential in a game where speed and accuracy are of vital importance to your survival.

● Getting started	8
● Graphics	7
● Value	7
● Playability	9



12 QUACK A JACK

MACHINE: Oric/Atmos
SUPPLIER: Severn Software
PRICE: £7.50

Quack a Jack is the zany new game from Severn Software for the Oric and Atmos.

You are a duck called Jack who is trapped in a castle full of nasty Terraducktiles.

The nasties are about to hatch out of their giant shells and dine on duck for dinner, so you've got to break their shells before they hatch out.

You move Jack by hopping from square to square, Q*bert fashion. Every time you land on a square, it disappears so you have to be careful to leave yourself a route to other parts of the screen where the next egg may begin to hatch.

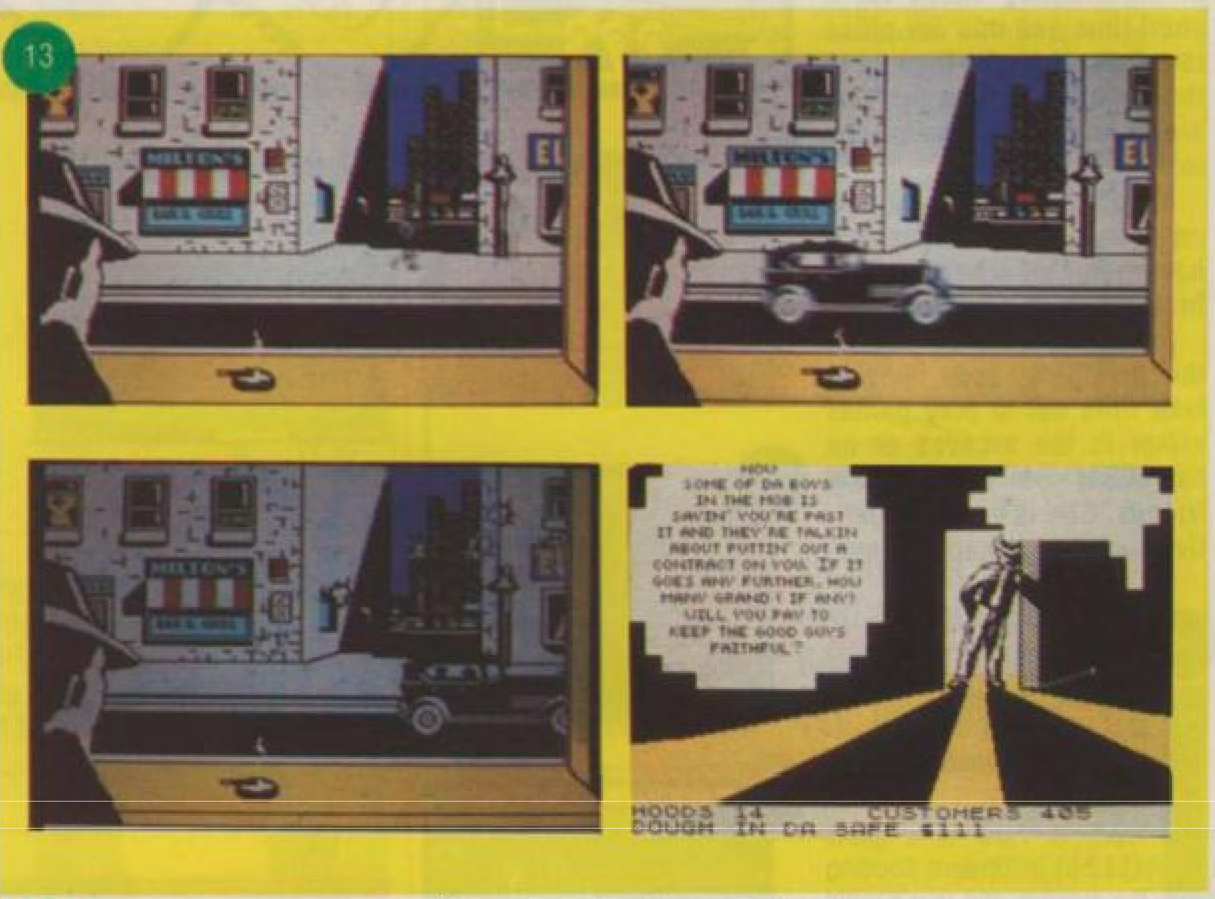
Once you have the five eggs, the screen changes colour, your squares are returned and a new selection of nasties are out to get you.

The game features a hall of fame and has two difficulty levels.

Quack a Jack is a fairly amusing little game though it is a bit slow and has poor graphics.

● Getting started	8
● Graphics	3
● Value	4
● Playability	5

13



NOW
SOME OF DA BOYS
IN THE MOB IS
SAYIN' YOU'RE PAST
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ABOUT PUTTIN' OUT A
CONTRACT ON YOU. IF IT
GOES ANY FURTHER, HOW
MANY GRAND (IF ANY)
WILL YOU PAY TO
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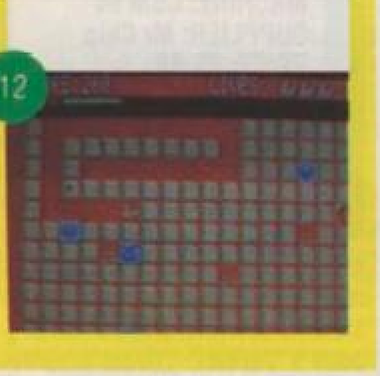


13 MUGSY

MACHINE: Spectrum
SUPPLIER: Melbourne House
PRICE: £6.95.

"Mugsy Schmugsy. Just who dus dis guy tink he is? Ten hoodlums gunned down by Rocco, only 200 customers squeezed in two years and now dis—de kops skimming two hundred thousand bucks off de top."

"Now listen up. I want big Louis from Detroit to pay Mugsy a visit. No—not Fingers. Big Louis himself. Dis time Mugsy has gone too far."

The gangsterspeak dialogue of Melbourne House's latest game—*Mugsy*—takes you back to the mean streets of Chicago where a guy had to be tough to survive.

Mugsy's graphics knock spots off anything that has so far been achieved on the Spectrum. For this reason, we have made it the first of a great new review feature where we show you several screens from a game.

When our reviewer first looked at *Mugsy*, he kept calling people into the room to look at the pictures—so stunning are the images.

Using comic strip speech bubbles, *Mugsy* is a strategy-cum-arcade game. The strategy element sets you up as a gangland leader who has to make decisions about how much to pay off the cops, how much ammunition and guns to provide for your loyal hoodlums and how many customers to squeeze in your protection racket.

The computer keeps a running total of your cash in the safe and the number of loyal hoodlums and customers. You can also buy and sell customers from the syndicate.

At the end of each go, when you have entered all your decisions, the computer gives you a progress report.

You have to be smart to do well at *Mugsy*. Make too much money and the big boys will start to see you as a threat, too little and they will soon send a hit man to rub you out. All this and you still have to contend with greedy cops and other hoods trying to muscle in on your patch.

The arcade element of the game appears when a hit man is despatched from Detroit. This is a shoot-out in a restaurant. Using the keys, you can move Mugsy around the screen in an attempt to out-gun your assassin.

Should the hit man do his job, you are given a percentage rating on your performance and, as usually happened in my case, some sort of scathing comment. It's not nice being called a schmuck by a Spectrum, I can tell you.

As well as putting the squeeze on Spectrum owners, *Mugsy* will also take the heat off Melbourne House now that they have announced that *Sherlock Holmes* will not be available until September.

Using a punchy, fast-moving dialogue and stunning graphics, Melbourne House have really created an atmosphere of Al Capone and the world of organised crime.

Personally, I would have preferred this excellent scenario to have been used as an Adventure. Having said that, *Mugsy* must still rate as Melbourne's best offering since *The Hobbit* and that's saying something!

● Getting started	8
● Graphics	10
● Value	7
● Playability	7

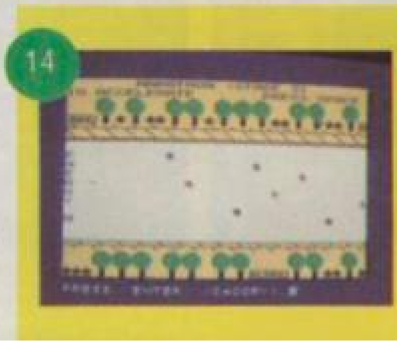
Software R·E·V·I·E·W·S

JUDY Livermore, the British and Commonwealth Heptathlon record holder, could be one of the strongest members of the British Olympics team in the Women's Heptathlon—a gruelling seven-event test of skill.

We at *Computer & Video Games* asked Judy to step out of her training shoes for a short time and into our office to tell us what she thought of the Olympic-style games that are at present infiltrating the market.

Here are Judy's comments on a few of the games that have been launched to celebrate the 1984 Olympic Year.

When she's not training for the Olympics, Judy likes to take time out to play games either in the arcades or on her CBM 64 with a few friends. She is very competitive—even in her spare time!



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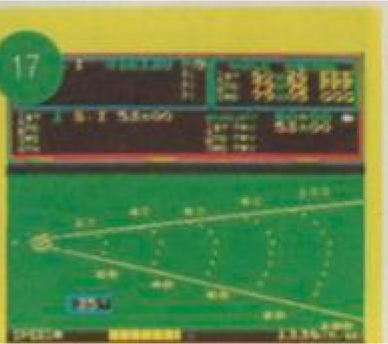

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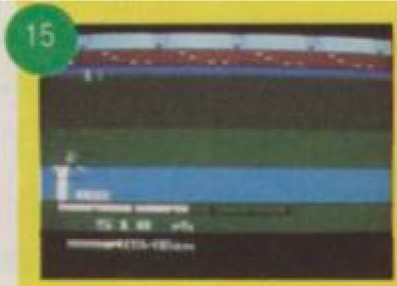

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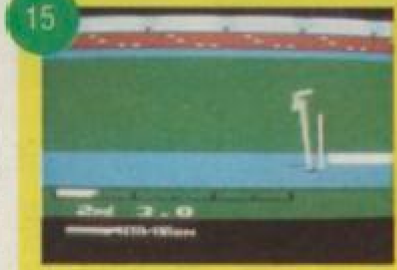

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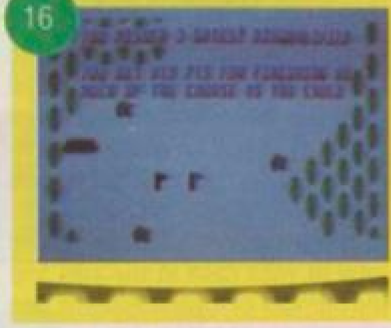

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14 TRACK & FIELD

ARCADE OLYMPICS
MACHINE: N/A
SUPPLIER: Konami
PRICE: N/A

Track & Field is a game which is at present flooding the arcades and you should have no trouble finding one to play. It's an Olympic-style game where you've got to compete in six events from the Decathlon—a Hexathlon? One to four players can battle it out for the gold medal without becoming too hot and sweaty.

Judy's Verdict: "I think *Track and Field* is very playable. It's got a good layout on screen—each event is very different graphically and the controls are good. Whether you're running, jumping or throwing, the speed and angle of each move has to be taken into account.

I liked the idea of having a bird's eye view on the hammer throw rather than a side view.

In the running events, it would be ridiculous to compare running in an actual race and playing at running in a race but you do get a sensation of racing, as you're timed throughout.

Graphically, *Track & Field* is a really good game but I prefer to look at others playing rather than play it myself.

I feel it could become a cult game but I'm afraid I'm definitely the *Defender* type!"

RATING: ★★★★

15 DECATHLON

VIDEO OLYMPICS
MACHINE: Atari VCS
SUPPLIER: Activision
PRICE: £29.95

One of the first Olympic-style games to hit the UK market was Activision's *Decathlon*. In it, you have to take part in all ten events of the decathlon including the jumping, running and throwing events. One to four players can take part in the game with each event offering a new challenge.

Judy's Verdict: "You play the game by moving your joystick from side to side as fast as you can to generate speed when running and use the fire button to either jump or throw an object. I found the game a little monotonous—and the very idea of the 1500m! I'd prefer to run it than wiggle the joystick for that length of time! The pole vault was the best of all the events because it had a very short run-up and there's more skill involved. It all depends on how fast you wiggle the joystick, but you can't get a lot of variety with just two commands".

RATING: ★★★

16 OLYMPICS

COMPUTER OLYMPICS
MACHINE: Spectrum 48k
SUPPLIER: CRL
PRICE: £5.95

CRL's *Olympics* contains not 10 but 14 of the events to be found in the Olympics. Side one of the cassette contains eight events which are all held inside the stadium and side two six events held outside the stadium, including the marathon, cycling and canoeing.

Judy's Verdict: "To play this game, you merely have to press one key to give your team mate more energy and stamina to move faster. CRL have done well trying to represent the Olympic events as well as they can but all the movements are far too slow.

The graphics are quite average, but the game's not at all challenging and as I said before incredibly slow. I definitely wouldn't buy or play this game."

RATING: ★

17 OLYMPIC SKIER

COMPUTER OLYMPICS
MACHINE: CBM 64
SUPPLIER: Mr Chip
PRICE: £5.99

Olympic Skier is the only game we asked Judy to look at which didn't include track and field events. This game is really a simulation of the winter Olympics where competitors have to take part in the slalom, downhill and ski-jump.

Judy's Verdict: "Great graphics. For some reason, I enjoyed this game more than the track and field games. It combines elements of a driving game as you have to steer the skier through obstacles.

Ski-ing is also easier to portray and very much more realistic than track and field events. Any game gets monotonous if you play it enough, but this one's more fun than the others."

RATING: ★★★★★

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R·E·V·I·E·W·S

Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

Value: Is the game really worth all those pennies? How long will its attraction last?

BED BUGS

MACHINE: BBC
SUPPLIER: Optima Software
PRICE: £6.95 cassette
£8.95 disc

I think I'd rather have a quiet night curled up with my *Beano* than play this game. This is another program which just doesn't take enough advantage of the amazing capabilities of the Beeb.

The alternative title is "just when you thought it was safe to go to sleep". Frankly, once you've loaded the tape, you'll wish you had.

Your bed, at least in this game, is infested by bugs, fleas and jam.

Loading is impressive. The main title screen features clever graphics with little red blobs moving along a white wavy line to look like a brain scanner or something clever like that.

The program also manages to play *Rock-A-Bye Baby* while the main part is loading. I don't know exactly how it does it but it works. Just.

If you thought that you were now in for a great game then you'd be disappointed.

The main screen shows the bed, depicted as a large green square (the sheets) with two pillows at the top. Down the left hand side of the screen are your weapons against the meanies which have come into the bed.

The meanies are fleas and bedbugs. Your defence is in the form of a sandwich, a pair of dentures, a sponge and a telephone.

The sandwich, says the program, is good for swatting fleas but it has the annoying side-effect of leaving jam stains on the sheets. If you walk into a jam patch then you lose a life.

The dentures will kill fleas, but are best used for crunching bedbugs. Hmm. The phone is used to call for help, while the sponge is provided for mopping up the jam once a few fleas have been swatted.

Although the sound effects during loading are quite good, there's no sound at all during the game itself.

To start, you move a pointer up the left hand side and select the weapon you want to use. You then move round the screen and chomp through the bugs and fleas.

Control using the keys is fine, but for some unknown reason you have to press the return key whenever you want to swat. Simply passing the sandwich, for example, over a bug will not kill it—you must catch it under the sandwich and then press return. I thought that the program was not totally accurate in judging when I'd successfully swatted the bug.

The person in the bed is represented by a pair of feet, which flash onto the screen occasionally and must not be swatted on pain of losing another life. Purely because of inefficient programming, you can't move while the feet are on the screen.

This is not the most exciting Beeb game I've played. I'd much rather watch the title sequence than play the game itself.

It's not worth the money but, if you want to see for yourself, it's available from your local stockist.

● **Getting started**	8
● **Graphics**	5
● **Value**	4
● **Playability**	5

ZAXXON

MACHINE: CBM 64
SUPPLIER: Synapse USA
PRICE: Not available

We make no apologies for including this game in our review section because it's quite the most stunning version of the Sega arcade game we've seen for a home computer so far.

Unfortunately, due to legal wrangles which you've read about in *Games News* in previous issues, it's not yet available in this country. If you want it, you'll have to write to Sega or Synapse Software Corporation in the States.

If you don't know the Zaxxon story by now—where have you been!? But here's a quick run down of the scenario. You control a space fighter on a mission to the darkest corner of the known galaxy where the mighty robot, Zaxxon, controls armed asteroid fortresses. Your mission is to destroy the robot dictator.

To do this, you have to succeed in a death-defying raid on his fortresses—avoiding gun emplacements, rockets, guided missiles and deadly force fields. You also have to fight a deep space battle with Zaxxon's fighter squadron. Then it's time to meet the great robot himself who has a few tricks up his sleeve—literally!

This is as close as you'll get to the arcade version. Game play is fast and furious—and as I've already said, the graphics are simply stunning.

This must be the best action game around for the Commodore 64 at the moment. If only you could get your hands on it!

We hope that Synapse soon manage to resolve the legal problems which are preventing the sale of their excellent games software in this country.

● **Getting started**	8
● **Graphics**	9
● **Value**	?
● **Playability**	9

SHEAR PANIC

MACHINE: Vic-20/Sord M5
SUPPLIER: Channel 8
PRICE: £6.95

Picture the scene—a peaceful English country garden with some nice blooms draped neatly up the walls. Suddenly, these seemingly innocent flowers burst into life and attempt to cover the entire garden with writhing greenery!

Your task, should you choose to accept it, is to cut down the rampant flowers and restore the garden to normality. You are armed with a trusty pair of garden shears and have to trust to your luck to survive!

A nice touch is the "growth rate" feature. If you allow the flowers to grow too fast by not moving around quickly enough with the shears, your gardener's weapon will explode! (The mind boggles!) There is a high-score readout and extra life feature and you get one new pair of shears if you manage to reach 5,000 points.

However, for the underprivileged Vic, it's a nice addition to the dwindling range of new games.

● **Getting started**	8
● **Graphics**	7
● **Value**	6
● **Playability**	6

ALPHA BLASTER

MACHINE: Vic-20
SUPPLIER: Sumlock Microware
PRICE: £7.95

Fancy a really fast version of that arcade oldie, *Astro Warrior*? Well, *Alpha Blaster* is just what Professor Video ordered. This is a nicely executed space shoot-'em-up—not that original but none the worse for that.

You have to blast away at fast moving alien ships and then avoid a fierce meteor storm which comes zapping down the screen at you. If you manage to survive the meteor storm, then you get to refuel with the mother ship and take on yet more waves of Alpha ships.

You get a high score read-out and three lives per game—and you can play using the keyboard or a joystick.

As I've already said, the game is not that original, but if you fancy blasting aliens just one more time then you could do worse on the unexpanded Vic. At £7.95, though, it's a bit pricey. Game action is quite addictive but I'm not sure about the lasting appeal of the game. However, for the underprivileged Vic, it's a nice addition to the dwindling range of new games.

● **Getting started**	8
● **Graphics**	8
● **Value**	5
● **Playability**	7

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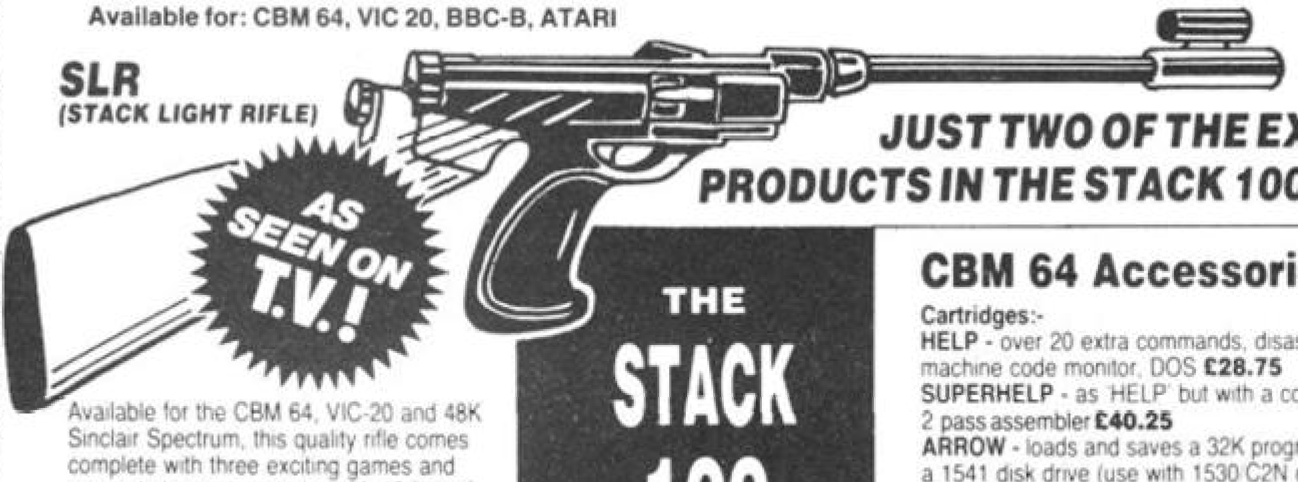
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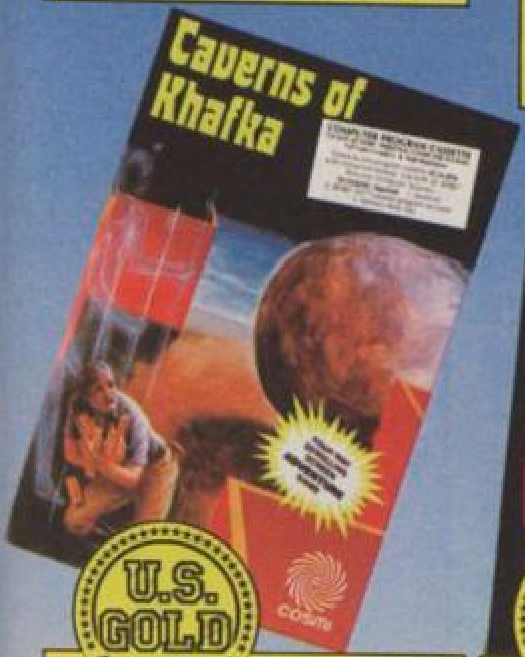
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ARCADE

One of the most interesting new pins at the recent Arcade Trade show held in London was Bally's *King of Steel*.

Despite this warlike sounding name, the game is based on that age old pinball favourite—the card game.

The playfield has a fairly conventional layout but has some interesting features to make game play more fun.

There is an extra flipper at the top of the playfield ready to zap the ball onto a bank of three targets. Also at the top of the playfield lurks a saucer ready to trap your ball for extra points if you manage to beat the top rollover buttons.

Further down is a bank of drop targets which you can hit in sequence to build up your "hand"—the card-playing variety—for more points.

There's also a "target tunnel" which scores and sets the centre "light wheel" rolling. If you then hit the main centre target, the wheel stops and you are awarded the points value dictated by where the lights stop spinning.

The backflash and playfield are attractively designed and more importantly it's not a bad pin to play.

Also around about the moment is another pin with a sporting theme called *Laser Cue*. Maybe Steve Davis uses this sort of weapon to win all those snooker championships! *Laser Cue* comes from Williams and is well worth looking around your local arcades for.

It's a good looking machine and great fun to play. You might find it slow to start but you can really get moving once you get the machine warmed up and there are plenty of flashing lights!

The pin seems well balanced and the machine I played had extremely responsive flippers—powerful too! It could rate with *Firepower II*, given a few plays I reckon.

MEET JAMES, THE KONAMI KING!

If you think you're a whizz kid on arcade games, read on and measure yourself against the amazing stamina and dedication of James Thomas who played for an astounding 30½ hours.

Some time ago, we received a phone call from out of the blue from a Leicester University student, James Thomas, informing us of a planned arcade games marathon on Konami's *Juno First*. We asked James to send in details of his gruelling game and, after he had sufficiently recovered his strength, he was able to put pen to paper to tell us exactly what had occurred.

James, a first year geology student, hoped to establish a record on *Juno First* in a sponsored attempt to raise funds for rag week. He was given five credits and was sponsored by the hour.

Play began at 10.00 on Saturday 25th February where James got down to a disastrous start with all but life being lost before the first extra one was gained. From then on, scoring was fast and furious and James reckoned he clocked the score on average every 21 minutes.

Juno First was supplied by Keeday Leisure who adapted the machine, fitting a new joystick for better control and comfort. James was kept alive and awake with food and drinks supplied by friends who watched with him through those long hours. During necessary breaks, John Brenchley took over at the controls.

Play continued through the night and James showed no signs of losing, although he was obviously tired and had to be kept awake with loud music. It was snowing outside as dawn broke and people staggered in from the rag all-night disco to see how he was getting on. The promise of new sponsors gave James the incentive to keep playing.

By noon on Sunday he was going strong with 65,000,000 points and was still on his first game. However, the marathon was brought to an unexpected halt at 4.30pm after 30½ hours of play—the joystick sheared away from the cabinet leaving 140 lives, four credits and 80,000,000 points in the machine.

During the 30½ hours, the game was reset 12 times in all and clocked 80 times.

James came third in last year's *C&VG* Arcade Games Championship and is at present working on several different machines in the hope of qualifying this year.

Well done, James! We wish you all the best in this year's championship. The *C&VG* Arcade Games Championship will be held later on this year and if you missed the form in our June issue you will find one on page 111 of this issue.

Just send in your high scores on your favourite arcade game and, if you are good enough, you will be invited to take part in a series of qualifying rounds culminating in a chance to win a mystery arcade game to take home with you.

RETURN OF THE ALIENS

SWAT

Your base is under an alien attack. You have been chosen to go outside the base and stop the enemy from docking onto the underside of the space platform. One against thousands—can you survive?

SWAT from Sega has all the classic ingredients which make up your everyday shoot-'em-up—a space scenario with hostile aliens whom you've got to destroy.

However mundane the ingredients may seem, *SWAT* has at least retained enough differences to raise it above the norm in the shoot-'em-up originality stakes.

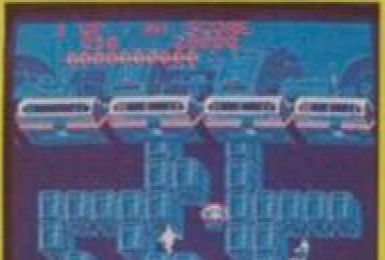
The aim of *SWAT* is to prevent aliens docking onto your base. They do this by building towers of blocks until these become high enough to reach the underside of the platform. Their obvious aim is to take the base by surprise by bursting in from under the base instead of appearing out of the sky and fighting in a more conventional manner.

Armed with a laser gun and a few time bombs, your primary job is to blow up the towers of blocks before they connect to the base.

The bombs come in useful in destroying blocks which either repel or can't be destroyed by your laser.

Just make sure that when you drop a bomb, you move far enough away from it so that you're not blown to the outer edges of the galaxy along with all the building blocks!

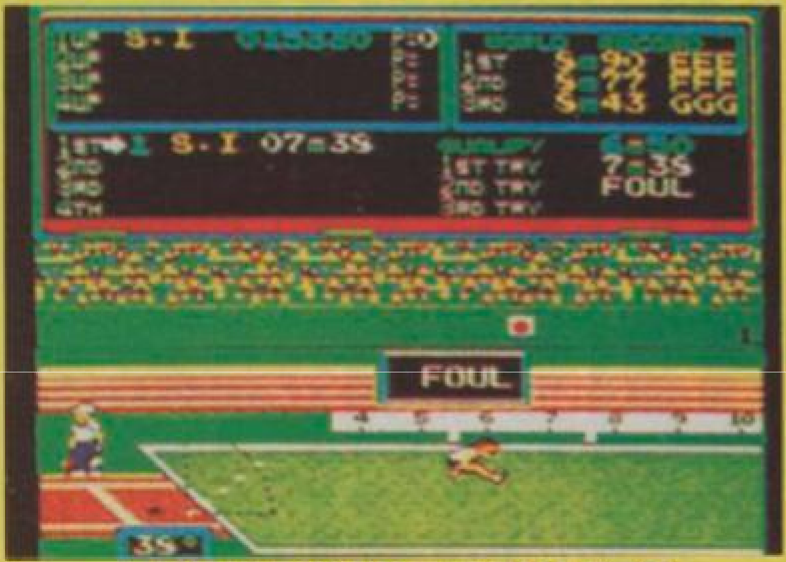
To make the game more difficult, the alien blocks start growing down from the bottom of your base to meet those which are coming up from the alien ship. Once they meet, the aliens have a clear invasion path.



Control is by a four-way joystick with fire and bomb buttons. You can only ever shoot in the direction in which you are moving so you'll have to be very quick if you want to avoid being hit from behind.

Not the most exciting game I've ever played, but it is fast moving and relatively addictive.

ACTION



THE ARCADE ATHLETE

OLYMPICS

Ian Jordan's astounding high score of over 2,000,000 points on Konami's *Track & Field* has won him one of these new arcade machines.

Ian, a 19-year-old student, won the prize in a competition organised by Taitel, UK manufacturers of *Track & Field* and Grand Metropolitan.

Over the past three months a nationwide competition has been held in Grand Metropolitan pubs to find the highest points score on *Track & Field*.

Ian came out tops and proved himself to be a world class armchair athlete with a score thousands of points ahead of the nearest runners-up. "It's the best machine I've seen around", said Ian "the graphics are great—it's the only game I play."

At a recent reception, Ian was presented with a *Track & Field* to take home and also the chance to have a stab at beating some real world champions—Judy Livermore who is the British and Commonwealth heptathlon record holder and Brian Hooper, World Superstars Champion and Commonwealth medallist at the pole vault.

Judy said that she liked playing *Track & Field* but that all the events were from the men's decathlon and that she really preferred playing *Defender* and 3D games like *Star Wars*. Brian, who never plays arcade games, found that he could really relate to the game "because of the physical skill involved".

In the second phase of the *Track & Field* promotion, 10% of all monies taken from *Track & Field* in Grand Met pubs over a month from the end of May will be donated to the International Athletes Club Appeal to help train our athletes. So if you want to help the appeal, make sure you play *Track & Field* in a Grand Met pub!

The pub that rakes in the most money will be given a multiscreen video installation for the two weeks of the Olympics.

SUPER HERO'S HISTORY LESSON

BOMB JACK

In a race against time, Bomb Jack—Super Hero—has to defuse a number of bombs in a game which looks, at first sight, very much like that old favourite, Mr Do.

Jack, rather like a mini Superman complete with cloak and power of flight, teaches you how to defuse bombs in a twinkling of a second and also takes you on a guided tour through history!

Each screen is superimposed on a still of various periods throughout the ages. As the game progresses, you'll move from a backdrop of the Sphinx and pyramids through to the Parthenon, a castle, high-rise tower blocks and finally a space scene.

However, don't let the history lesson put you off! The game is very playable and easy to get the hang of.

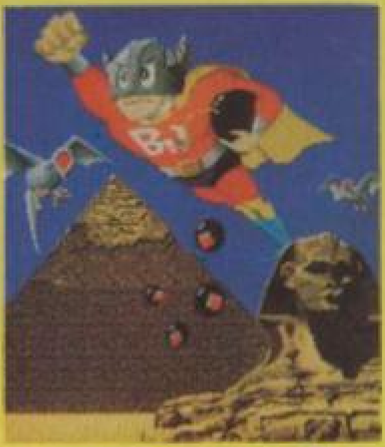
Bombs cover the screen in set patterns and Jack has to fly over and defuse them. This isn't as easy as it sounds as some of the fuses on some of the bombs start to burn down. To get maximum points, Jack has to begin with the fuse that has started to burn and then fly over the rest of that section. Another fuse will start to burn in another part of the screen and this must be dealt with next.

Nasties are also very much in evidence and you'll lose a life if you collide with any of them. There are also platforms at different levels of the screen which can be used as a ledge from which to launch Jack.

Various discs appear at random which give you the chance to score bonus points. Should a fuse be allowed to burn down, that bomb will turn into an alien—so you'll have to look sharp and catch them as they start to fuse.

It's great fun—you can make Jack fly fast, slow, hovver and zoom round the screen all with the use of the jump button and joystick.

It has pretty graphics and is quite addictive, although I suspect that most ardent vidkids will be able to master the game in a relatively short time.



BEYOND THE VIDEO GAME

REDIFFUSION

Could this be the ultimate arcade experience?

Imagine taking a step forward in time to the year 2019. You are experiencing the thrills of space travel—travelling through the Asteroid Belt, circling Mars and Jupiter and you don't even have to have an astronaut's licence!

Well, soon you'll be able to step on board a space craft and travel millions of light years across space, all the time remaining just a few feet above the ground!

Flight simulators have been around for years but only pilots and astronauts have been able to sample the delights of simulated air travel.

But now Rediffusion—the TV people—have developed the first space simulator. Based in Toronto, Canada, it will be opened this autumn where, for a price, you can enjoy 75 minutes which will be simply out of this world!

Film footage shot in space will be shown to give the impression of orbiting Mars and Jupiter and travelling through the Asteroid Belt. A million dollar film being produced in Hollywood will also be used during the "flight" incorporating the same effects used in top box office hits like *2001* and *Close Encounters of the Third Kind*.

Tour of the Universe, as the "flight" is being called, is the first space simulator of its kind to be opened to the public. Manufactured by Rediffusion Simulators, it will cost about $25.00 per ride. But, unfortunately for UK space fans, it's only available in Canada.

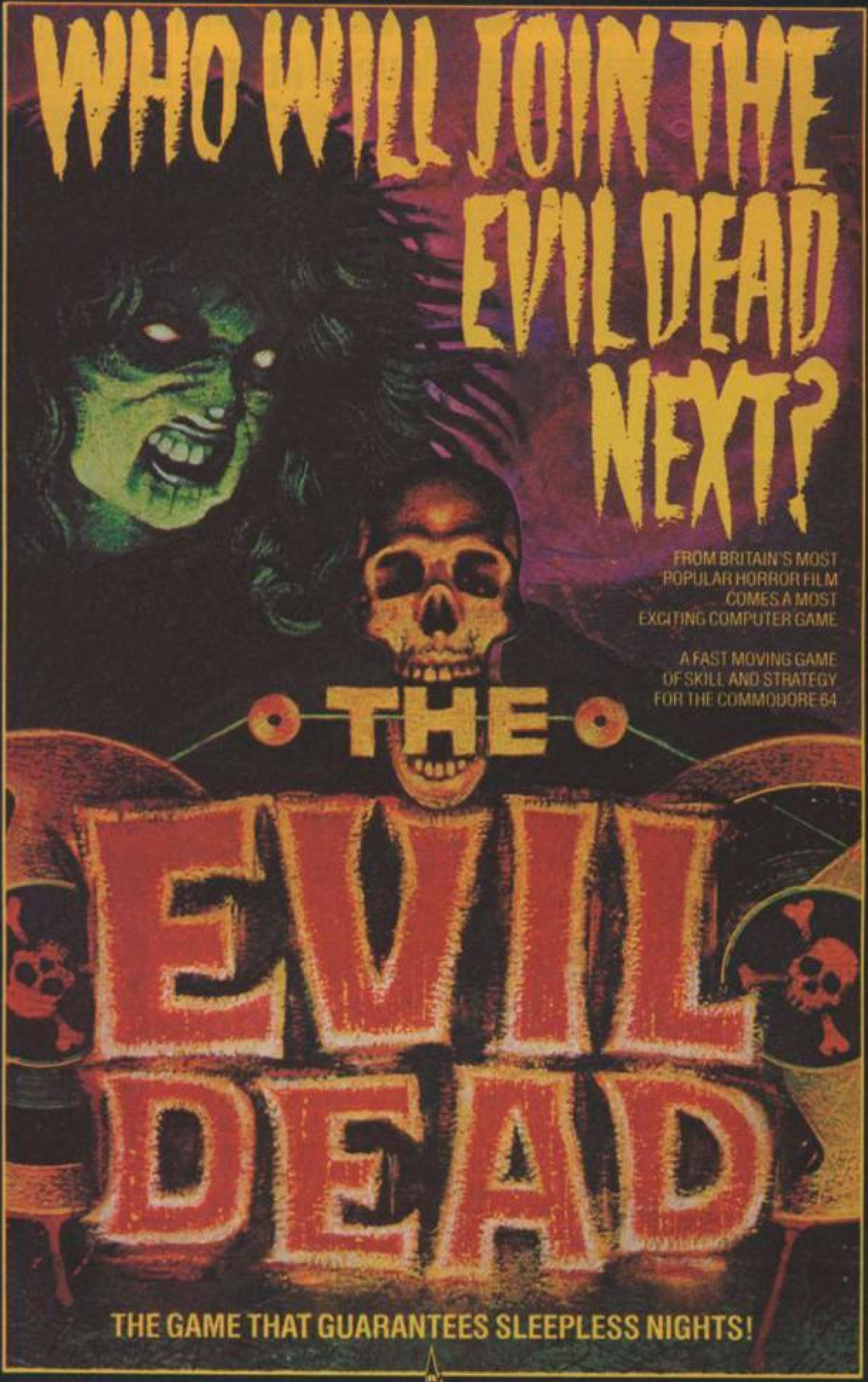
THE C&VG ARCADE SPY

If you want to know exactly which are the best arcades to visit in your area, watch this space over the next few months.

The *C&VG* Spy has infiltrated the UK's arcades.

Next month the Spy will be visiting arcades in the central London area to report on those arcades with the newest machines and the cheapest and most popular games.

If you feel that your area warrants a surprise visit from the Spy, write to: Arcade Spy, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.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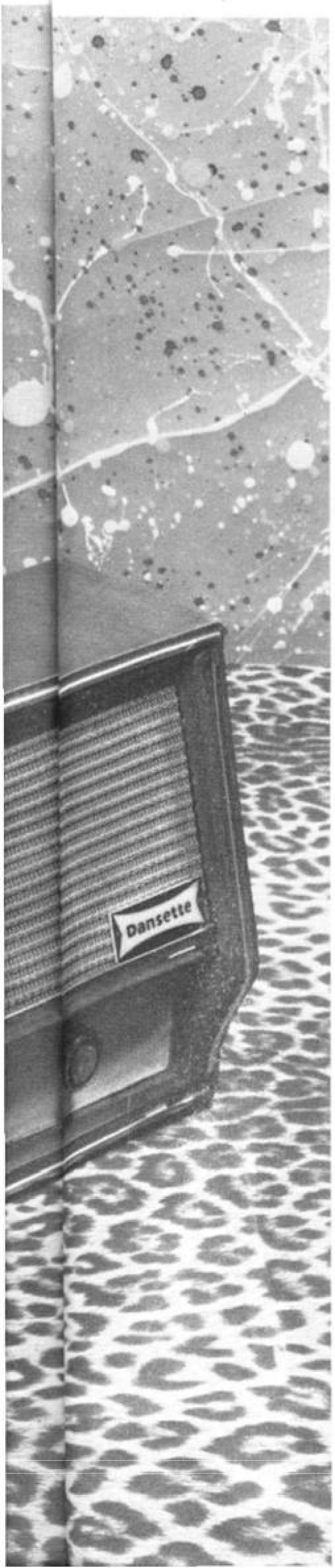

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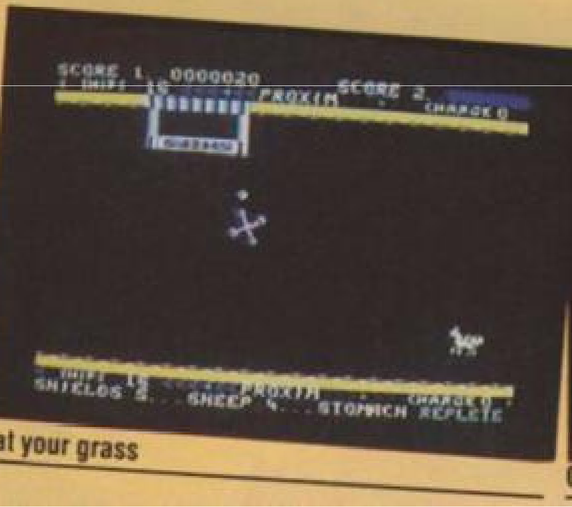
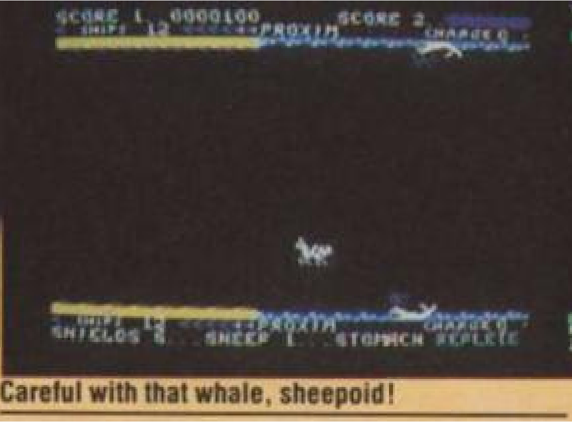
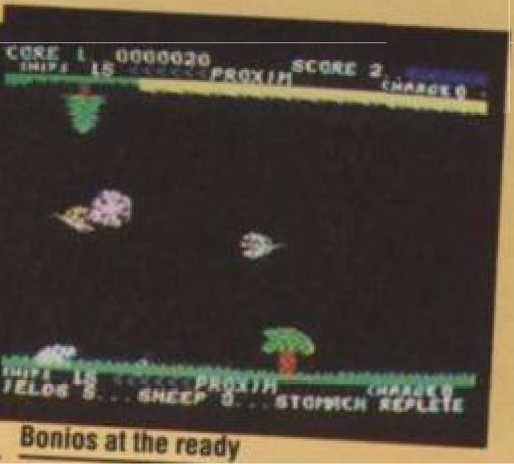


Eat your grass



Careful with that whale, sheepoid!



Bonios at the ready

SPACED OUT SHEEP

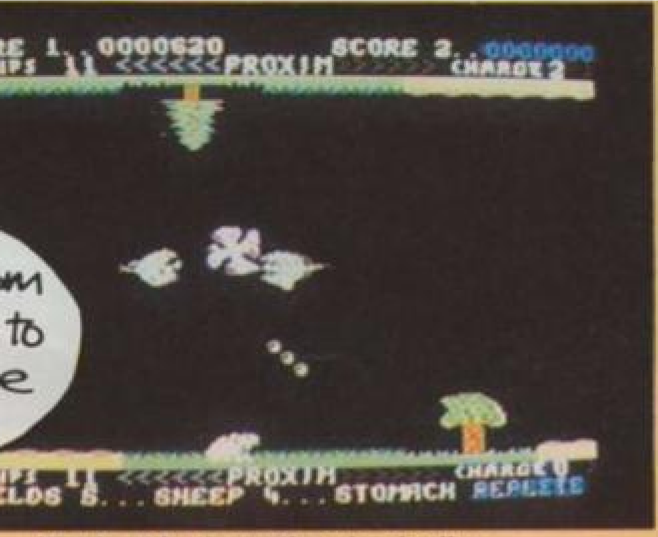
Professor Video puts down his joystick and takes up the shears to come to terms with Llamasoft's latest piece of lunacy.

Before you get to blast your first nasty in *Sheep In Space*, you learn amongst other things that its author believes the country lacks a good rock radio station and that he adores Llama sweaters and *Pink Floyd*. Yes, Minter is back with the zany game to top all zany games — the superbly ridiculous *Sheep In Space*.

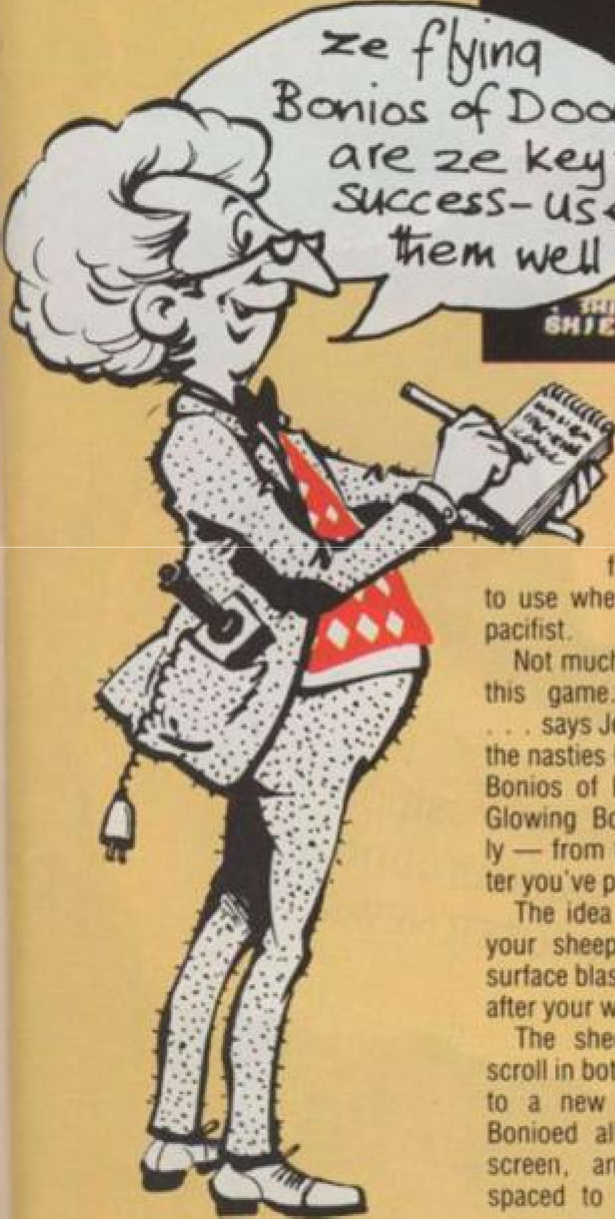
After *Attack of the Mutant Camels* people began to wonder what the hi-tech hippie from Basingstoke could possibly do next.

Now they have their answer with this offering for the Commodore 64.

Why sheep, I asked, keeping my fingers crossed for a sensible reply. "Cos it fits in with the cosmology I've created for all my games," he said, with the same innocent sincerity you would expect Neil from the *Young Ones* to use when he tells you he's a pacifist.



Watch out for the nasties when feeding


ze flying Bonios of Doom are ze key to success - use them well

Not much room for pacifism in this game. "It's a megazap" . . . says Jeff "You have to kill all the nasties by firing your Glowing Bonios of Doom at them." The Glowing Bonios come — literally — from the sheep's mouth after you've poked the fire button.

The idea of the game is to fly your sheep across the planet's surface blasting the aliens that are after your woolly space cruiser.

The sheep can be made to scroll in both directions, can warp to a new sector when it has Bonioed all the nasties in that screen, and also gets hyperspaced to deepest space if the charge reactors at the power stations reach level five.

Professor Video has developed a patented method of extracting the maximum points from the Bonios of Doom.

The secret is to let your sheep drift to the right or left, estimate the amount of curvature of the Bonio as it gets pulled by gravity towards the planet's surface, get the target in your sights, and let fly — taking the nasty out boomerang-fashion.

This method is particularly effective in the later screens when you are chasing the running bunnies on the planet's surface.

To maximise your score, concentrate on the objects on the surface rather than the nasties in the free zone.

One obvious strategy tip — though one it is easy to forget when you are in the heat of a zap to, is to keep an eye on your sheep's stomach. This is your fuel indicator — if the tummy starts to rumble, head for the nearest grass and let it have a nibble.

It is also worth practising landing — as not all the grass supplies are in large expanses.

If you see power charges building up on one planet, use your DJump (hyperspace) to get you there quickly so that you can reduce the build-up.

Professor Video doesn't usually bat an eyelid as he picks off aliens in the course of experiments. By the time he'd finishe doing battle with the nasties in th deep space screen on *Shee Space* he was a nervous, shaking wreck.

"Zay are so fast" he said, wiping the sweat off his joystick with a pristine white handkerchief.

They are all here — in deepest space waiting to do battle with the sheep — all your old favourites from Jeff's other games — the Flying Camels, the Mean Moons and even some newies like the Goats' Heads.

Final word from the Prof: "Make careful use of ze Glowing Bonios of Doom — you can only fire one of these at a time — so you cannot afford to miss."

Professor Video has tee-shirts and free software to give away every month for your tips, maps of games, and interesting quirks you have discovered about your favourite computer or video games.

Judging by our bulging mailbag, several of you really got your teeth into the Prof's map in June's *C&VG*.

That little masterpiece was brought to you by one of the Prof's star pupils — Aonghas de Barra of Dublin. Now Aonghas and his friends have mapped in another of their favourite Spectrum games — *Atic Atac* — which we will publish next month, complete with expert strategy tips. Don't miss it!

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To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.
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...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.
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...a terrific version of the arcade motor racing game...graphics are superb...sound, too is very good as brakes screech and engines rev-up.
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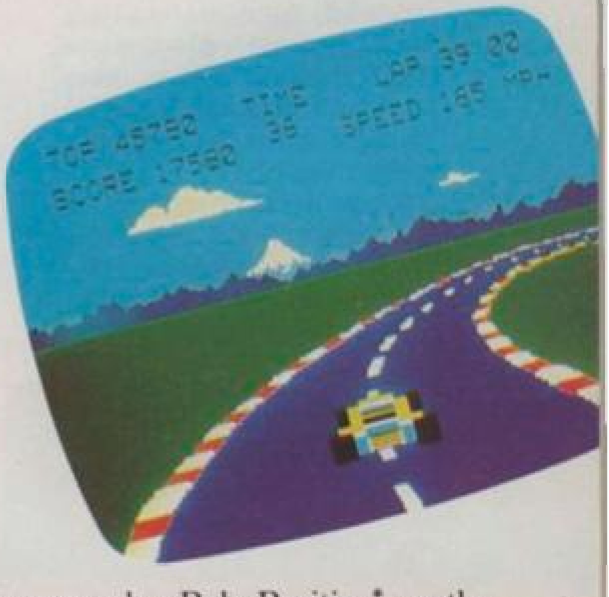
What can we say?


TOP 45780
SCORE 17560
TIME 36
LAP 39 00
SPEED 165 MPH

We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

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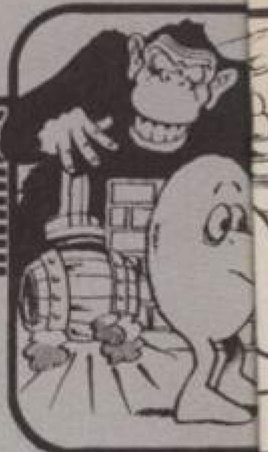


JOYSTICK JURY

A H.E.R.O.'S WELCOME

Sometimes at *C&VG* we get a game so new that it comes without any instructions at all and we have to take a stab in the dark as we try to find out what it's all about.

H.E.R.O., the latest Atari VCS game from Activision, was one of these. Despite the lack of documentation, we soon had the game worked out – and a good one it is too!

Even in these days of declining interest in the dedicated video game system, Activision still manage to come up with the goods for those of you who still enjoy using your VCS.

The star of H.E.R.O. is a little chap with a mini-helicopter pack on his back. His mission is to plunge into the depths of a deep and dangerous dungeon-type maze and rescue his friend. There are many hazards to confront on the way – spiders, bats and other strange flying things.

Our hero has to explore the many levels of the dungeon – fighting off the various nasties – before he can get to his imprisoned friend. There are hidden entrances which can be revealed when he uses his supply of dynamite to blast a way through the maze. But the dynamite is in short supply so he has to be careful just where he uses it. The more trips he makes into the maze, the more experienced he gets – and the more difficult his task gets.

In later levels of the game, deadly radioactive walls and floors appear which he must not touch.

H.E.R.O. could be described as *Pitfall Harry* meets *Manic Miner*, with elements of both games in evidence. It requires a steady hand on the joystick and quick thinking to beat the higher levels of the game – definitely a combination of strategy and shoot-'em-up!

Once you've mastered the earlier levels of the game – which shouldn't take very long – you can skip levels using the game option feature. But later levels are difficult, so be warned not to skip before you know what you are doing.

You'll find H.E.R.O. in your shops soon and it will cost around £29.

THE VERDICT

Another original game from Activision who manage to keep the VCS alive and kicking!

● **Action**	5
● **Graphics**	4
● **Addiction**	4
● **Theme**	4

STICK TO YOUR GUNS!

A speeding jet, enemy ships and fuel dumps to be bombarded and a barrage of flak from the mainland – all these can be found in *River Raid*, a classic shoot-'em-up style video game.

Your mission is to fly as far up river as possible, destroying all enemy ground positions and crossing points as you go.

This new version of *River Raid* is for the ColecoVision and is very similar to the VCS game which was a major hit for Activision last year.

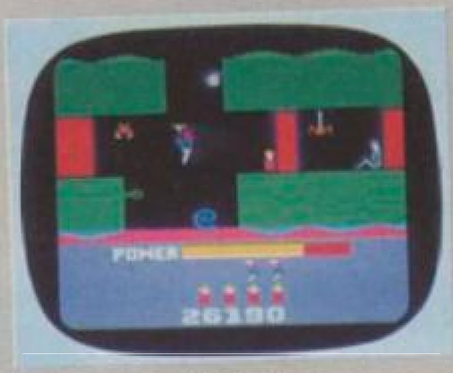
As might be expected, the superior graphics of the Coleco have enabled the designers to incorporate some extra features and improved graphics.

As well as the hot air balloons, enemy jets, tanks, fuel dumps, and battleships, there are also helicopter gun ships – straight out of *Apocalypse Now*.

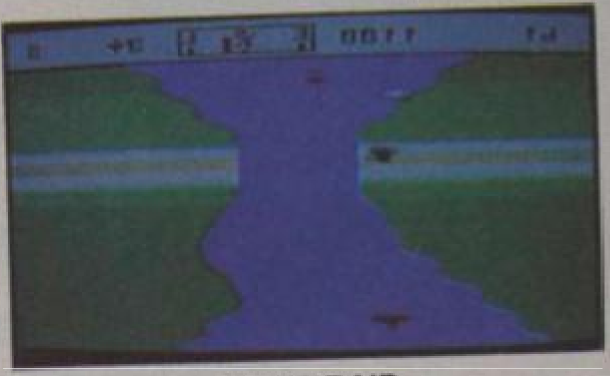
At the beginning of our mission, you can pick off the battleships and fuel dumps with ease. Further on, though, the river begins to twist and turn and the enemy jet fighters are also scrambled against you.

The helicopter gunships appear after bridge 13, spitting deadly missiles as they scream across the screen.

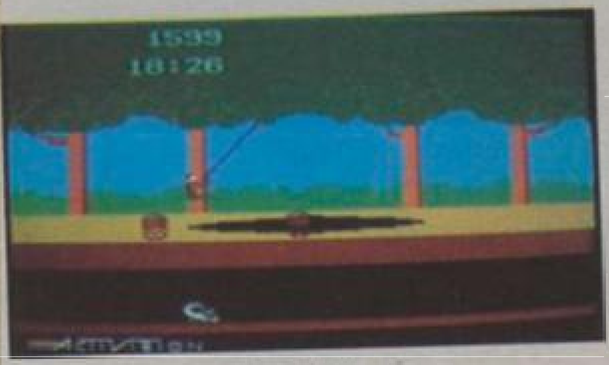
River Raid is for one or two players and, as with all Activision games, high scores are rewarded. If you score over 25,000 points, Activision will enlist you in the River Raiders club. Membership of this elite club entitles you to a River Raiders emblem. The game



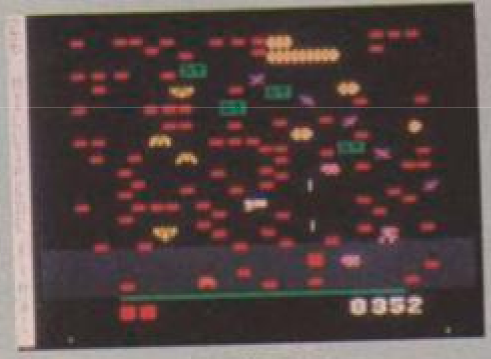
H.E.R.O.



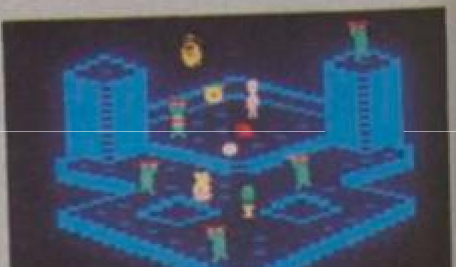
RIVER RAID



PITFALL



CENTIPEDE



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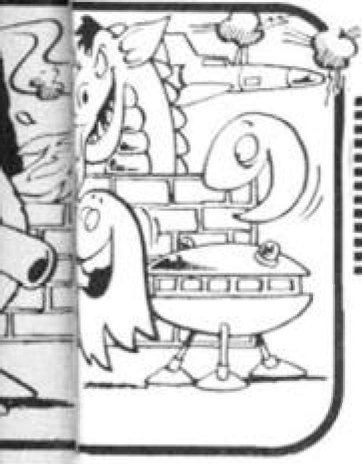

is available now at £29.95.

The Verdict
If you want to buy a shoot-'em-up for your Coleco, you now have a good alternative to Zaxxon. The graphics are not as good, but it's a much more playable game.

● **Action**	4
● **Graphics**	3
● **Addiction**	4
● **Theme**	3

THE PLEASURES OF PITFALL

Regular readers of Joystick Jury won't need reminding that yours truly is a bit of a *Pitfall* fan.

Well, I may as well come clean and admit it – yes, it is my favourite video game.

The game has that elusive addictive quality that you can't quite put your fire-finger on. It has cute graphics, a complex challenge and that extra ingredient which I can't quite find a name for. But whatever it is, it keeps me coming back for more.

The ColecoVision version is now available and is every bit as good as the Atari VCS version.

For those Coleco owners who have never heard of Pitfall Harry and his adventures, here is a potted history.

Harry hangs out in the jungle trying to find his way out of the maze of thick foliage, snakes, scorpions, rolling logs, crocodiles and flash floods. As he runs through the jungle, he has to collect money bags, silver bars, gold bars and diamond rings to score points.

It's a tough life in the jungle with several traps set to ensnare you, though there are also features designed to help you. Features like the underground corridors which you can use to dodge the gaping jaws of the crocodiles and the ropes which you can use to swing over them.

One slight disappointment with this Coleco version is that the graphics, although every bit as good as those on the Atari VCS, are no better.

You would think that the extra capacity of the ColecoVision would have enabled Activision to produce a truly deluxe version of Pitfall.

It's still a must for every Coleco owner at £29.95.

THE VERDICT
I'm sorry *Q*bert* and *Donkey Kong* but, for my money, *Pitfall* is the best game yet for the ColecoVision.

● **Action**	4
● **Graphics**	4
● **Addiction**	5
● **Theme**	5

SOUPED-UP CENTIPEDE!

Centipede was one of Atari's all-time smash hits across all their systems, including the arcade version.

Take a look at the game and it's not difficult to see why. It's an original scenario – a shoot-'em-up in a mushroom field between spiders, bugs, scorpions and the hundred legged insect from which the game takes its name. This is a breath of fresh air to the games player who is beginning to tire of feeding his joystick on an unending series of aliens.

Add to this the fastest moving nasties that Atari have ever come up with and you have the three key ingredients of *Centipede*: cute graphics, an original scenario, and super fast game play.

Now Atari have improved the cartridge even further and brought out a deluxe model called *Millipede*.

Though very similar to *Centipede*, *Millipede* does have some entirely new features. The DDT bombs are worth a cool 800 points, though the highest scoring newcomers are the earwigs worth a grand each.

Millipede is slightly better than *Centipede* – though if you already own *Centipede* there is not much point in buying this one as well. *Millipede* is on sale now at £24.99.

THE VERDICT
Thumping good shoot-'em-up – second only to *River Raid* for the VCS.

● **Action**	4
● **Graphics**	3
● **Addiction**	4
● **Theme**	3

BUY YOURSELF A BENTLEY

Bentley the Bear is the latest cuddly superstar to feature in his own video game. Our furry friend makes his debut in Atari's *Crystal Castles* for the VCS – the latest of their arcade-to-home conversions.

Trapped inside castle number one, Bentley has to collect all the gems to score points and move on to the next castle. Several nasties haunt the corridors, though, intent on stopping Bentley making his fortune.

Temporary invincibility is granted to Bentley if he dons the magic hat. Once the hat is on, he can kill the nasties to score bonus points – nasties such as Berthilda the Witch who is worth 3,000 points and the skeleton who haunts later screens.

As well as collecting the gems which are worth a multiplying number of points – 1 then 2 up to a maximum 99 – there are also some scrumptious pots of honey which Bentley just can't resist for 1,000 points.

The game play is a maze-strategy type in that you have to empty the screen before going on to the next level.

Some of the nasties are nicely drawn – resembling Treebeard in Tolkien's great adventure, *The Lord of the Rings*, and some can be leapt over Kong-fashion, but you must leap in the direction in which you are travelling.

Crystal Castles is fun to play and will take you a reasonable number of plays before you can beat it. In the shops now at £24.95.

THE VERDICT
If you liked the arcade game, you won't be disappointed with this home conversion.

● **Action**	3
● **Graphics**	3
● **Addiction**	3
● **Theme**	4

MORE STAR BORES!

If the space ship in Parker's latest VCS cartridge was called the Star Blaster and the planet called Xenon 12, I would have already dismissed the game as garbage in my first sentence.

As it is, it's the Millennium Falcon and Darth Vader's famous Death Star that are the subjects of this third *Star Wars* game.

The fact that the games are based on the most exciting space adventure films of all time tends to make you treat them with a reverence they don't always deserve.

OK, so the *Empire Strikes Back* was a reasonably good game, but does it really rank on its own merits with the likes of *Pitfall*, *Ms Pacman* or *Centipede*?

I say no – and this latest offering, *Return of the Jedi Death Star Battle*, is no better.

You fly the Falcon with your joystick buzzing around zapping the Interceptors.

Every so often a gap will appear in the Death Star's force field enabling you to dart through and hyperspace to the same sector.

If you are intent on having a complete Star Wars set, this one is in the shops now at £29.95.

THE VERDICT
Proof that basing a game on a successful film is no guarantee of a good cartridge.

● **Action**	2
● **Graphics**	3
● **Addiction**	1
● **Theme**	5

THE JURY'S JUDGEMENT

Here's how our Joystick Jurors judge the new games we put to the test each issue. The sentences can be very severe!

Action: Will the cartridge put your joystick skills to the ultimate test – or will you simply fall asleep over your video game centre as the game plays itself!

Graphics: Did the programmer have a very bad case of snow-blindness – or do the graphics really knock your eyes out?

Addiction: Will you miss breakfast, dinner and tea just to play this game? Or would you rather watch Game for a Laugh?

Theme: Have you seen this somewhere before – or is it the most original concept of all time?

Our Joystick Jury foreman would like to point out that any game that gets several 'two joystick' marks isn't really worth plugging in!

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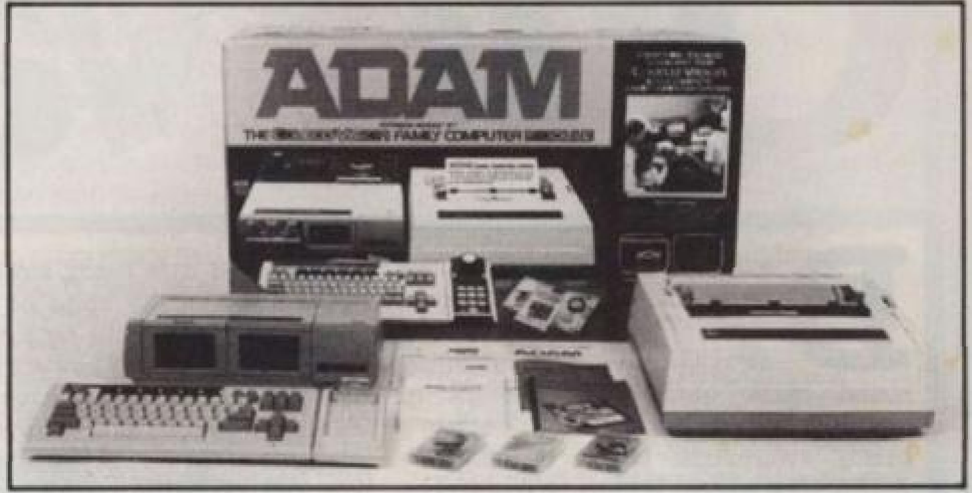
- * Colecovision Compatible



ADAM™ - £499

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QUITE SIMPLY - VALUE FOR MONEY!

If you're looking for real value in a computer system, one which can handle anything from serious Word Processing to enhanced Colecovision style video games such as Buck Rogers, look no further. The Coleco Adam is here with a package which will make you wonder if you're dreaming when we tell you about it. A price breakthrough in computer systems, Adam is comprised of an 80K RAM memory console with a built-in 256K digital data drive; a professional quality, stepped and sculptured 75 key full-stroke keyboard; a letter quality daisywheel printer and a full word processing program built into the Console. Two additional pieces of software, Smart BASIC and also 'Buck Rogers - Planet of Zoom' (the ultimate in advanced video games), are included as well as a blank digital data pack. Adam can be used with any domestic colour Television set.*

MEMORY CONSOLE/DATA DRIVE: *The heart of the Adam system is the 40K ROM and 64K RAM memory console which combines with the 32K ROM and 16K RAM in Colecovision to give you a total of 72K ROM (including 24K cartridge ROM) and 80K RAM (expandable to 144K). Built into the memory console is a digital data drive which accepts Adam's digital data packs, a fast and reliable mass storage medium that is capable of storing 256K of information, that's about 250 pages of double spaced text! The console is also designed to accomodate a second optional digital data drive.

FULL STROKE KEYBOARD: The Adam keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. It is stepped and sculptured for maximum efficiency and has 75 full stroke keys which include 6 colour coded Smart Keys which are redefined for each new application; 10 command keys which are dedicated to the word processing function, and 5 cursor control keys for easy positioning of the cursor at any point on the screen. You can attach a Colecovision controller to the keyboard to function as a numeric keypad for easy data entry. It can also be held like a calculator, a feature which makes working with numbers particularly easy. The joystick part of the hand controller can be used in the same way as the cursor control keys, to move the cursor around the screen.

LETTER QUALITY PRINTER: The SmartWriter letter quality daisywheel printer is a bi-directional 80 column printer which prints at a rate of 120 words per minute. It uses standard interchangeable daisywheels, so a variety of typestyles are available. The printer has a 9.5 inch wide carriage for either single sheets or continuous fan fold paper and uses standard carbon ribbons. It is comparable to many printers which cost as much as the total Adam package. The printer can be used either with the Adam's SmartWriter word processing program or as a stand alone electronic typewriter.

BUILT-IN WORD PROCESSOR: Adam comes with SmartWriter word processing built-in. This program is so easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and a series of queries from the computer confirm your intentions, so that you can continuously double check your work as you type.

COMPATIBILITY WITH COLECOVISION: By using high speed interactive microprocessors in each of the modules, the Coleco Adam is designed to take additional advantage of both the 32K ROM and 16K RAM memory capability in the Colecovision. If you do not already own a Colecovision Console (£99 inc VAT), then you will need to purchase this when you initially purchase your Adam Computer package (£499 inc VAT), making a total purchase price of (£598 inc VAT).

WHAT IS COLECOVISION: Colecovision is one of the worlds most powerful video game systems, capable of displaying arcade quality colour graphics of incredible quality on a standard Colour TV set. The console (see picture bottom left) accepts 24K ROM cartridges such as Turbo and Zaxxon and is supplied with the popular Donkey Kong cartridge and a pair of joystick controllers. Colecovision has a range of licenced arcade hits available such as: Gorf, Carnival, Cosmic Avenger, Mouse Trap, Ladybug, Venture, Smurf, Pepper II, Space Panic, Looping, Space Fury, Mr Do, Time Pilot, Wizard of Wor and many others. So there you have it, Adam plus Colecovision the unbeatable combination. Send the coupon below for your FREE copy of our 12 page Colour brochure giving details on the complete Adam system.

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COMPREHENSIVE INSTRUCTIONS

COLECOVISION GAMES CONSOLE

Quo Vadis?

Dawn is breaking over the Great Plain. Not a bird sings. Not an insect hums. But U awake to a wiffling, snuffling sound—quite gentle—but enough to bring the hairs on the back of Ur neck to a bristly awareness! But it is only the AGAS—fast asleep. U blow on him and he stirs, muttering: "If U look at Question One, U'll see what U need". "Eh? What?", and instantly awake, he adopts his official voice: "Now look here", he puffs, "I was given a message for U last night but U dropped off before U could read it. U had better read it now because I think it is very important for Ur next problem". And so saying, he hands U a grubby scrap of computer printout with the legend:

KCJA SEA TCKL SECS QAS SEFQ OUAQS

upon it (it was written in a curious script as if by an ancient hand, but U manage to make out the characters without trouble).

A TRUM plucks at Ur shoelace. "Sir or Miss", the pathetic little voice exclaims (U can see that it is really straining to be heard amongst the noise of bees humming), "I've been told by the AURIC to make sure U have Ur key with U and that U'd jolly well better not have lost it 'cos U'll need it as soon as U've looked through this issue of *C&VG*". Breathless with exertion and probably out of memory, the TRUM hands U a specially bound copy of the very issue U are looking at right now (there has to be a loop in all this?).

"What am I looking for, TRUM?," U say. "I don't know exactly, Sir or Miss, but I know there was talk of a listing which would help U". Here the TRUM was heard by a passing AVG to mutter to itself that it had always thought that ships listed when they were on the point of sinking!

At this point, the KEWL appears looking quite put out. He is bearing a plastic tablet from which he reads in a high piping voice:

This question will give U a problem!
Since U don't quite know yet what it is . . .
When U've found what to do to create it,
U'll know that the answer's a whizz . . .
One word I'll require from U only,
If changed it could be a firm name.
U'll need to work hard on Ur micro,
Now U're getting the gist of the game!

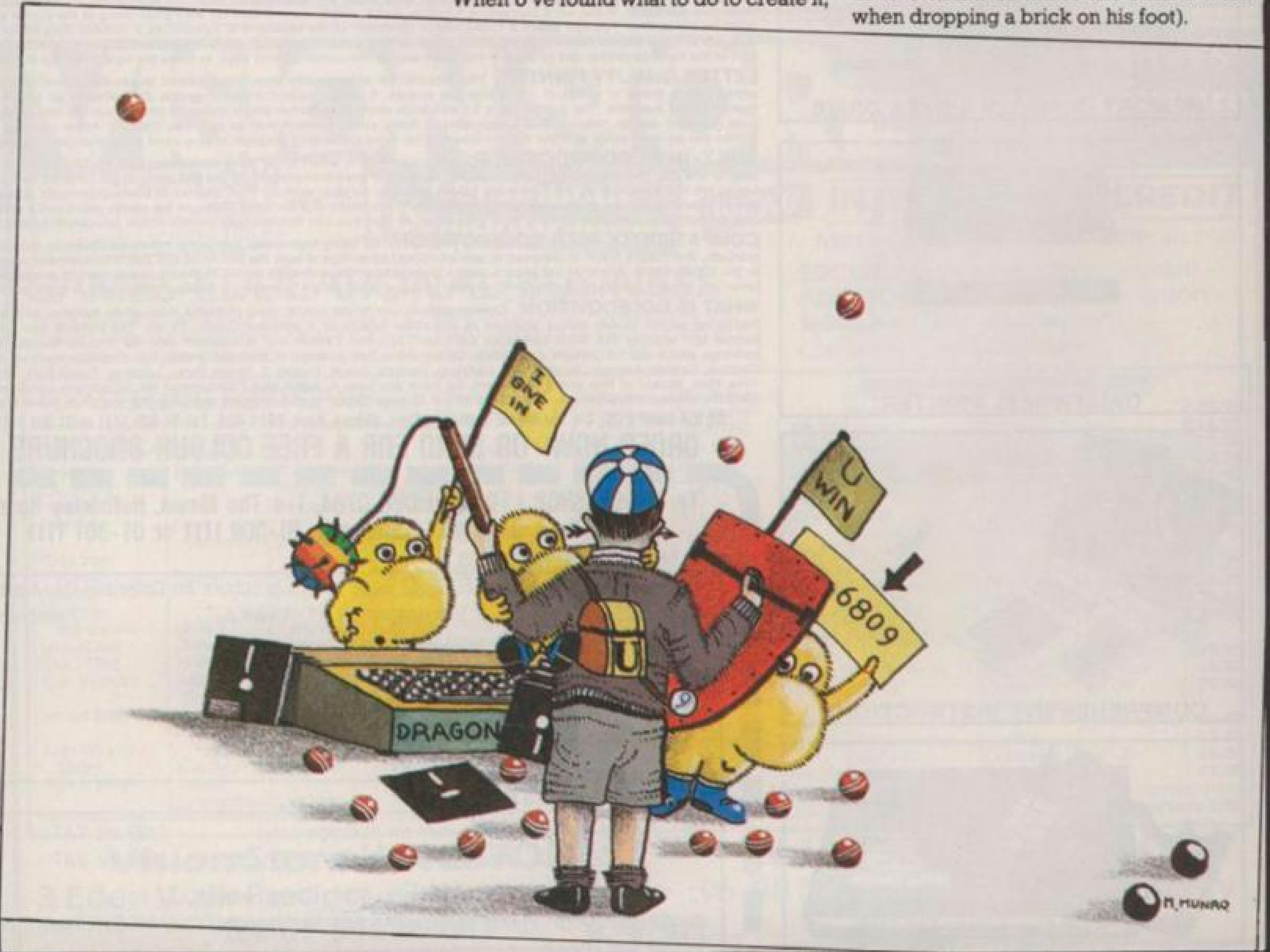
So listen U close to the Dragon
When he's talking alone in his lair.
The question could be what U've loaded,
Provided U've typed it with care.

(((a)...

And of course, being a very U U, U see the answer at once!

There follows a panic. U have very carefully put away the essential form on which the Mandarins of Herbal Hill require U to send Ur answers on but have forgotten where U put it!

But as ever, the Chief comes to the rescue: "Clumsy! U dropped this out of Ur rucksack when U made camp. Without this, U are in the deep . . . . . ." (at this the Chief mentioned a word which U do not immediately recognise, although U believe U heard Ur father use such a word when dropping a brick on his foot).



There is an atmosphere of excitement about the whole plain. The news is out that U have made the distance to the last two tests. Nobody has ever done this before, so U are already something of a celebrity and there are armies of BVGs and TRUMS crowding into the plain to watch the final struggle between U and the Dragon. The Mandarins of Herbal Hill are seen unloading strange boxes from a bike-drawn trailer (? Bike-Drawn?) marked with strange hieroglyphs such as COLE CO and A DAM. They are setting these up as if for a sacrifice. U, perhaps?

But bustling about and just loving to control the milling throng is the good PC. Wiping his truncheon on a convenient piece of Dried Fruit, he shouts: "Now 'old on a minute. Let's 'ave a . . . bit of order about the place. U are not there yet young 'un. U can't even get a crack at the Big One until U crack the next in line—and I'm the chap with the clues!" So, pompously, the PC produces a scroll from his tunic and reads to the enthralled multitude:

Childe Harold sparked his fame abroad,
But human child he bore
To follow close and help applaud
The genius found in 4!

A mighty language now is named
In honour of this lass.
Her name in full shall U proclaim
If not, U cannot pass!

(((a)..

"And mind U it's the FULL name", he says in satisfaction at his fine Yard-trained oratory. "Else I might have to take Urs. . . !" departing with this pearl of wit, chortling and guffawing to the astounded company!

And, of course, being a worthy student of the very best in English verse, U track this down in no time at all! But the sound of the throng is now increasing and U are being borne along by all Ur new friends in a westerly direction towards the Big Red Road which again confronts U. U are swept across into the Plain of Final Conflict and see before U the fearsome figure of the Dragon of Herbal Hill.

The stage is set. The AURIC is holding forth, chanting: "Odeon Dime Rising", the AGAS is floating above the crowd, yelling: "Midi Goose Dinner" and the AVGs are swooping around, trying to get the best viewing position for the final demise of U. After all, no-one has *ever* beaten the Dragon. . . . The BVGs are being really difficult in burrowing up at the front and creating pot-holes into which the Chief keeps tripping. PC is controlling, KEWL is in his element, looking for all the world like a modern day version of Toad of Toad Hall and the world awaits U. Just like a Roman arena. And U are now feeling just a little unsure now that the moment has arrived.

"Now then", says the Chief, stepping into the centre of things and raising a quelling hand. "This is it. U have done very well and I am here to see fair play in this contest". The multitude quietened down and hung on his every word. "The rules of this contest are very simple", says the Chief. "Young U here has to solve the final riddle and shout out the answer to me before the Dragon can fry him with a blast from his fiery breath. The Dragon, being elderly and somewhat short of wind, takes an appreciable time to inhale enough air to produce a suitably hot belch with which to crisp junior here.

"In this time, U have to solve the final problem, grab the sword, recognise all those strange sayings which have been appearing throughout, write down the famous words and claim the treasure. If U fail, then Old Toasty will incinerate the treasure into lumps of hot plastic and fried chips (!) and, more seriously, will probably give the Mandarins a hard time for frivolous opponent matching!"

U are ushered into the Plain. The Dragon looks at U with rheumy eyes and takes a few surreptitious breaths to give himself an unfair chance. The crowd is silent and the AURIC moves into the space between U and the Dragon. In 'speaking' mode, it incants:

"U've stayed the course with honour bright.
Comes now the final test.
Two things U'll need to slay the beast
And finalise Ur quest.
The quartered field where now U stand
Belongs to Dexter Chief,
The weapon, ready for Ur hand,
Completes the map's relief".

"U've recognised the noble shape
Encompassed by Ur path,
Defends against the fiery breath
Now blowing fierce its wrath.
But quick, look down at motto's scroll
See there the words U crave.
U've seen then mixed oft times before.
They'll keep U strong and brave"

"Shout loud the motto, swing the blade,
The Dragon howls in pain.
U've saved the C and VGs' base
In Herbal Hill domain.
Write now these words and so define
For questor judges true
Ur right to claim the treasure trove
Quo Vadis? now means U!"

(((a)..

"Go!", shouts the Chief. The Dragon starts to swell as it takes in a huge breath. Its eyes protrude and its nostrils dilate with this superdragon effort. U glance about U sharply, taking in the scene. Trying to maintain Ur composure, U suddenly see that the shape spoken of in verse two is very familiar to U. And all is immediately clear. Obeying the instructions instantly, U find the scroll and shout the words at the top of Ur voice to the Chief, just as Old Grillo is turning purple with his huge intake of air and is about to eject a deadly blast of flame. . . .

"STOP !", cries the Chief, "U have done it !" and turns the hoses on the Dragon to cool him off. "All hail to the Deliverer! Let the people rejoice! U have slain the Dragon (metaphorically speaking) and must now claim Ur treasure !"

And so saying, he leads U away to be crowned and annointed and to be offered a job as a junior sub-ed on *C&VG*, a post very similar in responsibility to that of the PM. And the Dragon, now looking somewhat damp, retires to El Vino's and the Press Club for solace. The Chief gathers Ur answers neatly together for framing and leads U to the Treasure. . . .

THE PRIZES

The first two people to solve the *Quo Vadis?* quest will win a complete Coleco Adam computer system worth over £700. This package has been causing quite a stir in the States and comes complete with a 75-key professional keyboard, an add-on called the Memory Module which plugs into the Coleco video game console, and a superb letter quality printer.

10 runners-up will each get a copy of the album performed by the band called Mainframe — the people behind the mind boggling mystery that is *Quo Vadis?*

Five more runners-up will receive a wonderful C&VG "The Champ" tee-shirt for their efforts. So don't delay enter today!

Quo Vadis?

Now, this is where you get to put all that brain work you've been doing over the past three months into action. Just fill in the spaces we've left for your answers and rush the entire coupon off to Quo Vadis?, Computer and Video Games, Durrant House, 8 Herbal Hill, London, EC1R 5EJ. Closing date for entries is July 16th. The editor's decision is final and no correspondence will be entered into. All entrants must complete the entire Quo Vadis? quest.

MAY'S QUESTIONS

1. a) ....

....

b) ....

....

2. a) ....

....

b) ....

....

JULY'S QUESTIONS

6. a) ....

....

7. a) ....

....

8. a) ....

....

Now you've filled in all the answers, there's just a bit more to do before you send off this page to us here at C&VG—and here it is . . .

Name ....

Address ....

....

....

....

JUNE'S QUESTIONS

3. a) ....

....

b) ....

....

4. a) ....

....

5. a) ....

....

and thus the Beast:

b) ....

....

Quo Vadis? was brought to you by MAINFRAME, the unusual rock/pop band whom you may well have seen on *Saturday Superstore* and *Tomorrow's World* recently. Mainframe is Murray Munro, 21 and John Molloy, 23. They are a two-piece synthesiser/guitar/computer band producing some exciting music and they are also creating a considerable stir with their Apple-based Digital Sound Sampling Device, used both in live shows and on record. They have already created one quest which is part of their current LP called *Tenants of the Lattice Work*. This quest has the terrific prize of a golden "M"—worth £2,500. The record should be available in larger record stores and W. H. Smith, but if you have trouble getting hold of Mainframe's record and fancy having a crack at their quest why not write to: MC2 Music, 24 Missenden Drive, Hemel Hempstead, Hertfordshire HP3 8QR.

MOSAIC MOSAIC

Are you ready to step beyond the arcade?

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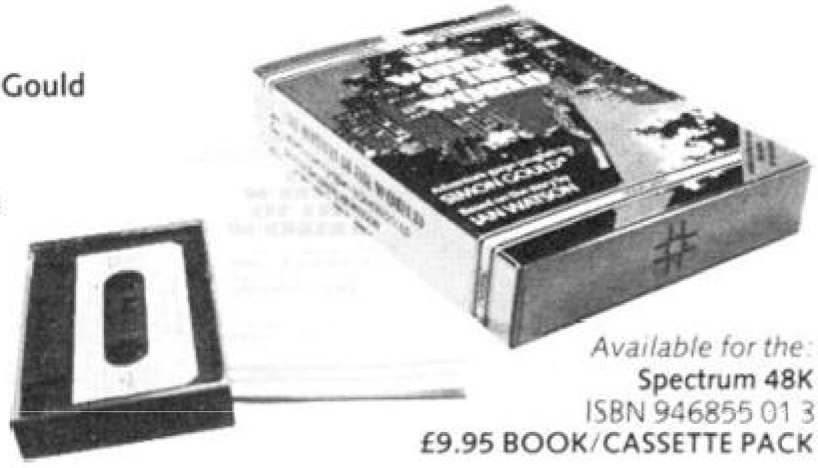

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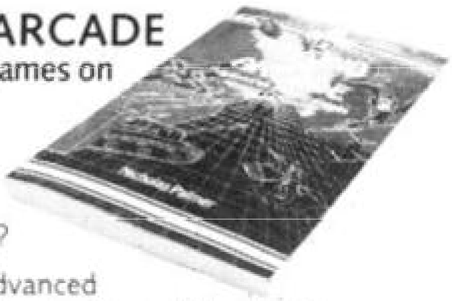

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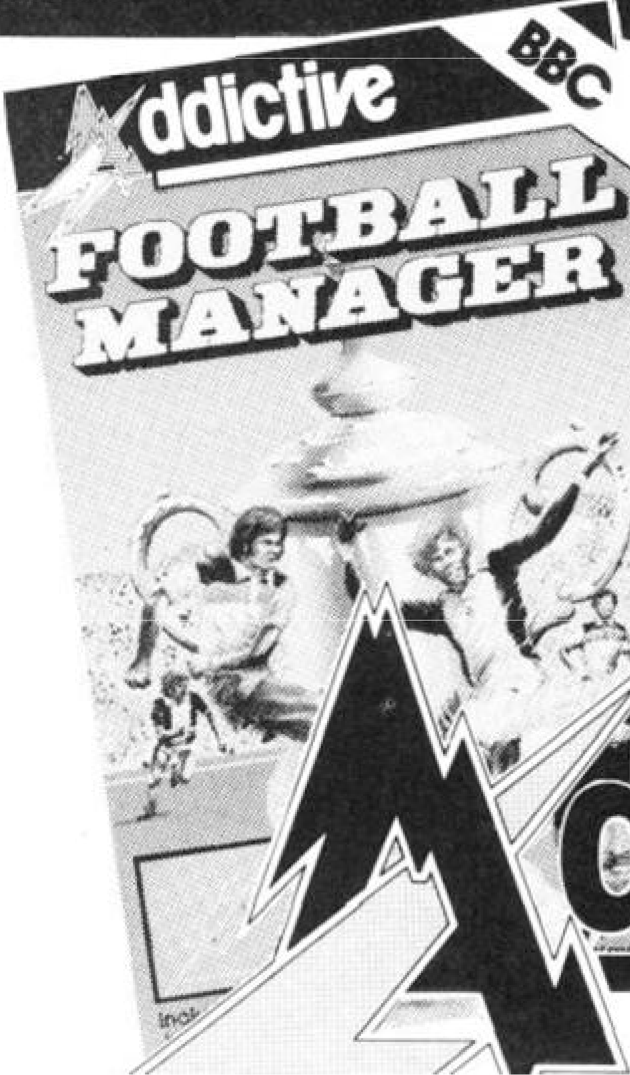

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Designed by Kevin Toms

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Kevin Toms

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- ★ Promotion and relegation ★ F.A. Cup matches
- ★ Injury problems ★ Full league tables
- ★ Four Divisions ★ Pick your own team for each match
- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

* ZX81 Chart
Home Computing Weekly 21.2.84

Programmers
We want your software. Send us a sample, if accepted, we will supply generous royalties plus cash advances plus free advice from Kevin himself!

Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this *game is the remarkable way it mirrors the* real football manager's problems ... "(Personal Computer Games – Summer 1983)

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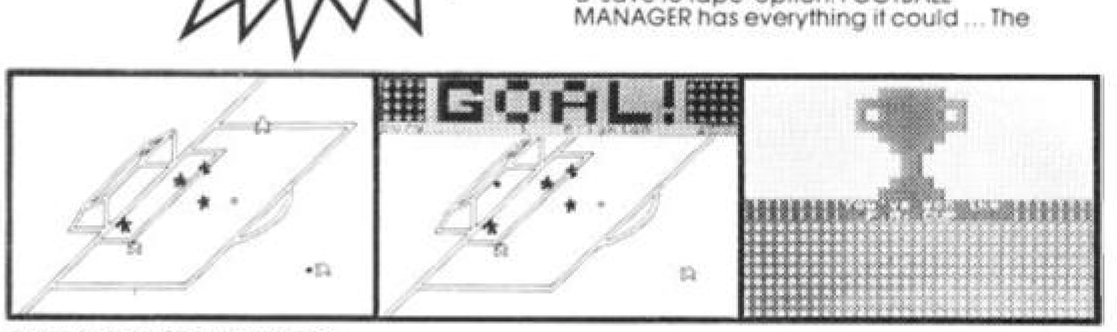

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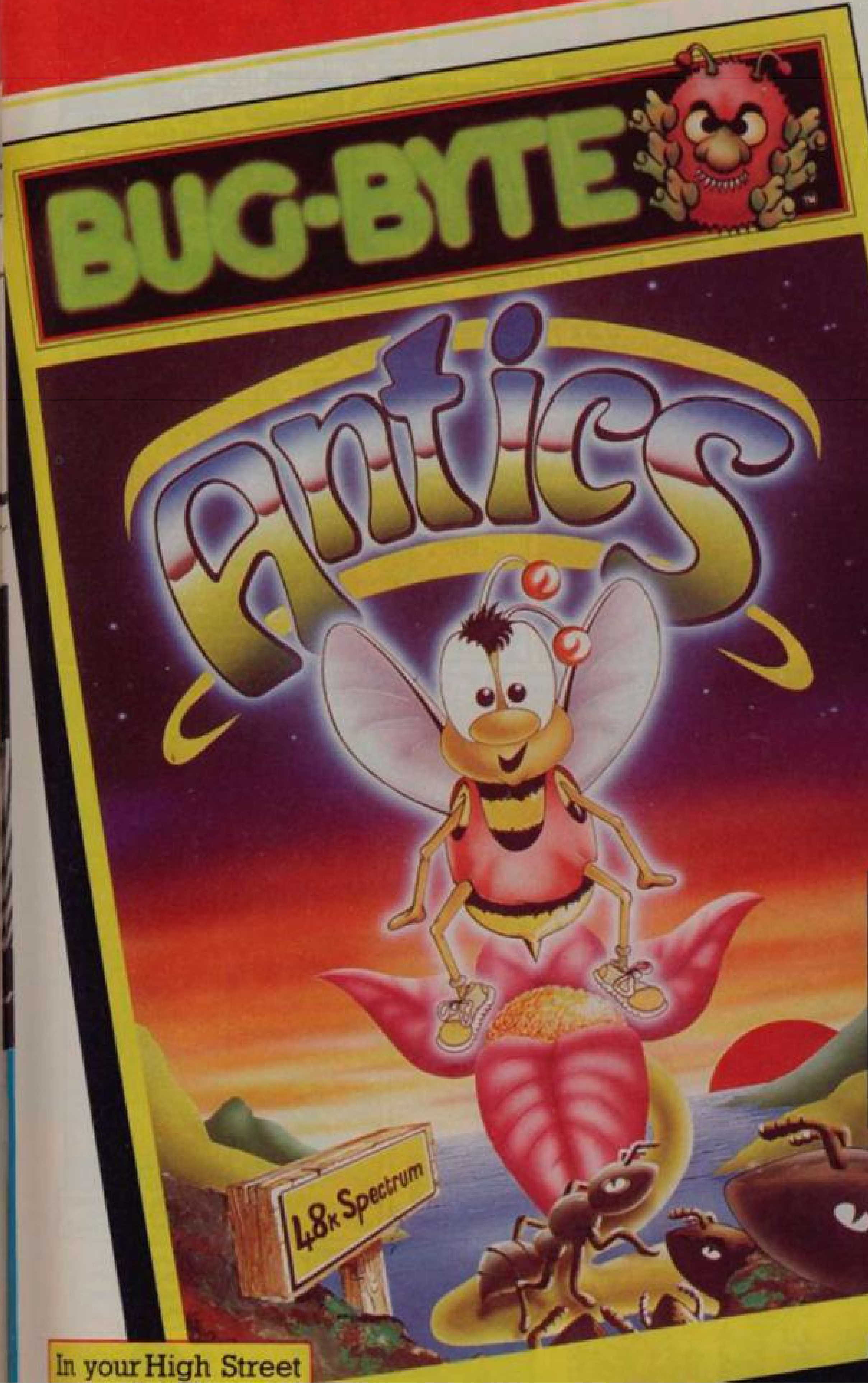
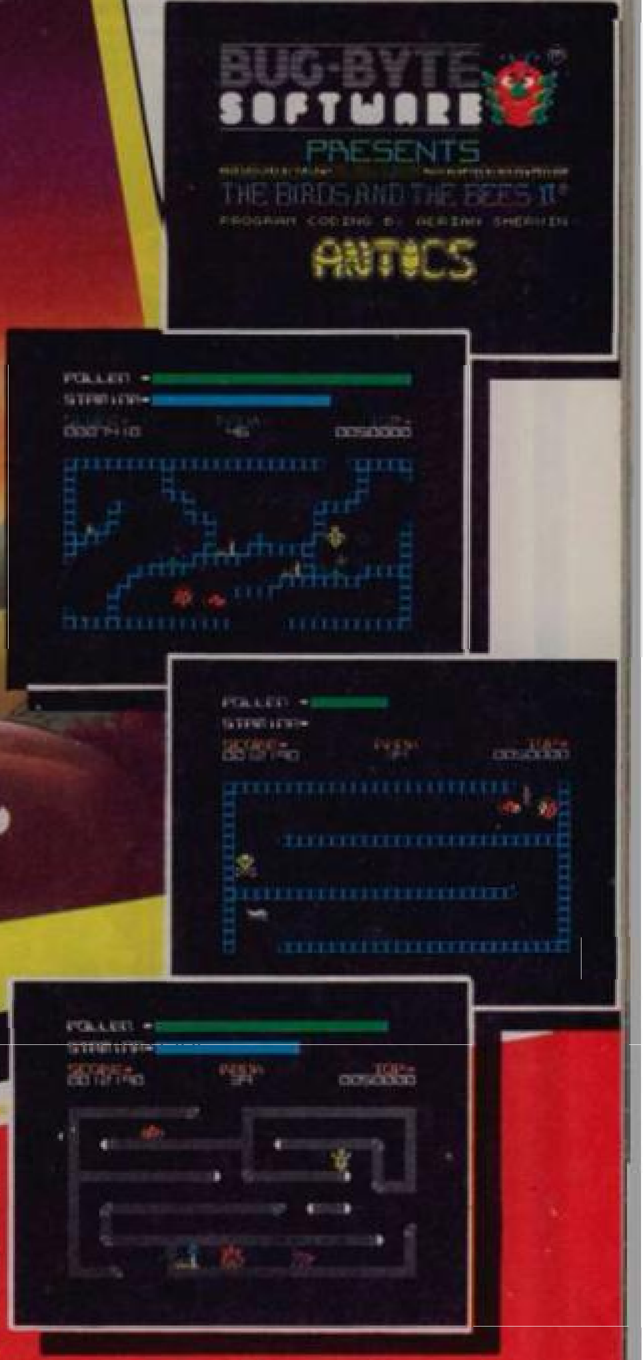

BUG-BYTE
Antics
48k Spectrum

Bug-Byte welcome in the Summer with the sensational follow-up to the best-selling 'BIRDS AND BEES' . . . ANTICS!

Boris Bee, the original hero of the famous arcade game has been set upon by a vicious gang of ants and locked away, somewhere within their nest, to await a terrible fate. Fortunately, for Boris, help is at hand in the shape of his cousin, Barnabee, who is about to launch a daring rescue mission.

You control Barnabee as he searches the labyrinthine ants nest in search of his missing friend. Can you rescue Boris and guide him back to safety, or will you perish underground?

ANTICS is a cartoon style maze game, with slick, machine code action, riveting sound effects and joystick compatible.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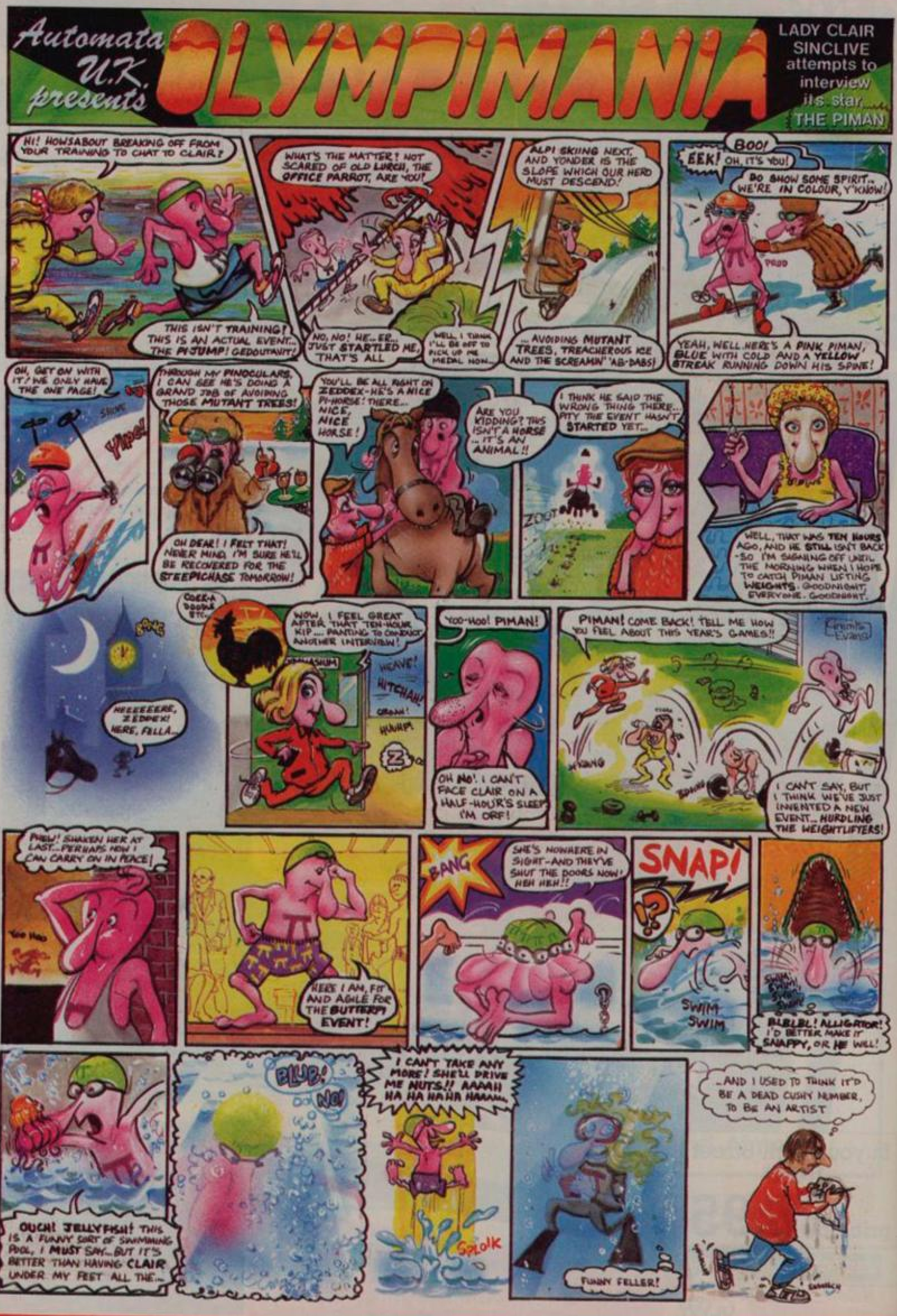
Automata U.K. presents
OLYMPIMANIA
LADY CLAIR SINCLIVE attempts to interview its star... THE PIMAN
HI! HOWSABOUT BREAKING OFF FROM YOUR TRAINING TO CHAT TO CLAIR?
THIS ISN'T TRAINING! THIS IS AN ACTUAL EVENT... THE PI-JUMP! GEDOUTAMIT!
WHAT'S THE MATTER? NOT SCARED OF OLD LURCH, THE OFFICE PARROT, ARE YOU?
NO, NO! HE... ER... JUST STARTLED ME, THAT'S ALL
WELL, I THINK I'LL BE OFF TO PICK UP ME MEDAL NOW...
ALPI SKIING NEXT, AND YONDER IS THE SLOPE WHICH OUR HERO MUST DESCEND!
... AVOIDING MUTANT TREES, TREACHEROUS ICE AND THE SCREAMIN' 'AB-DABS!
BOO!
EEK! OH, IT'S YOU!
DO SHOW SOME SPIRIT... WE'RE IN COLOUR, Y'KNOW!
PROD
YEAH, WELL HERE'S A PINK PIMAN, BLUE WITH COLD AND A YELLOW STREAK RUNNING DOWN HIS SPINE!
OH, GET ON WITH IT! WE ONLY HAVE THE ONE PAGE!
SHUSS
Yipe!
THROUGH MY PINOCULARS, I CAN SEE HE'S DOING A GRAND JOB OF AVOIDING THOSE MUTANT TREES!
OH DEAR! I FELT THAT! NEVER MIND, I'M SURE HE'LL BE RECOVERED FOR THE STEEPICHASE TOMORROW!
YOU'LL BE ALL RIGHT ON ZEDDEX - HE'S A NICE PI-HORSE! THERE... NICE, NICE HORSE!
ARE YOU KIDDING? THIS ISN'T A HORSE ... IT'S AN ANIMAL!!
I THINK HE SAID THE WRONG THING THERE... PITY THE EVENT HASN'T STARTED YET...
ZOOT
WELL, THAT WAS TEN HOURS AGO, AND HE STILL ISN'T BACK - SO I'M SIGNING OFF UNTIL THE MORNING WHEN I HOPE TO CATCH PIMAN LIFTING WEIGHTS. GOODNIGHT, EVERYONE. GOODNIGHT.
BONG
HEEEEEERE, ZEDDEX! HERE, FELLA...
COCK-A DOODLE ETC...
NOW, I FEEL GREAT AFTER THAT TEN-HOUR KIP... PANTING TO CONDUCT ANOTHER INTERVIEW!
GYMNASIUM
HEAVE!
HITCHAH!
GRUNT!
WHUMP
Z
YOO-HOO! PIMAN!
OH NO! I CAN'T FACE CLAIR ON A HALF-HOUR'S SLEEP. I'M ORF!
PIMAN! COME BACK! TELL ME HOW YOU FEEL ABOUT THIS YEAR'S GAMES!!
Graham Evans
KRANG
I CAN'T SAY, BUT I THINK WE'VE JUST INVENTED A NEW EVENT... HURDLING THE WEIGHTLIFTERS!
PHEW! SHAKEN HER AT LAST... PERHAPS NOW I CAN CARRY ON IN PEACE!
YOO HOO
HERE I AM, FIT AND AGILE FOR THE BUTTERPI EVENT!
BANG
SHE'S NOWHERE IN SIGHT - AND THEY'VE SHUT THE DOORS NOW! HEH HEH!!
SNAP!
!?
SWIM SWIM
SWIM SWIM SWIM SWIM
BLBLBL! ALLIGATOR! I'D BETTER MAKE IT SNAPPY, OR HE WILL!
OUCH! JELLYFISH! THIS IS A FUNNY SORT OF SWIMMING POOL, I MUST SAY... BUT IT'S BETTER THAN HAVING CLAIR UNDER MY FEET ALL THE...
BLUB!
NO!
I CAN'T TAKE ANY MORE! SHE'LL DRIVE ME NUTS!! AAAAH HA HA HAHA HAAAA...
SPLOIK
FUNNY FELLER!
... AND I USED TO THINK IT'D BE A DEAD CUSHY NUMBER, TO BE AN ARTIST

THERE is no doubt about it. The PiMan is your original 22 carat video game cult hero. He's not exactly the Boy George of computer games, nor a slightly cute Johnny Rotten.

The PiMan is hip. To be a fan of the PiMan is to be a real man with a loathing of quiche lorraine in all its ghastly manifestations.

And speaking as real men, and real women too, the *C&VG* team are proud to be known as PiManiacs.

The trademark of the PiMan is his razor sharp wit which slashes through everything that the computer games business throws at him—from Imagine's advertising to *C&VG*'s Golden Joystick Awards. Nothing is sacred.

His reign as Clive James to the games business began two years ago when the quest for the Golden Sundial of Pi was revealed exclusively in *C&VG*.

PiMania has been driving the country's adventure freaks to distraction. One enthusiast was so convinced he had cracked the game that he jetted off to Bethlehem on New Year's Day to collect his prize. It wasn't there.

It's not just the £6,000 trinket that keeps the PiMania ball rolling. As anyone who has ever played a prize game will know, it's the glory and satisfaction of knowing you cracked it first that keeps you glued to the screen into the small hours.

Since PiMania, a flurry of prize games has been launched—*Krackit, The Code, The Prize* and *Splat!*, to name but a few.

None of these feature the cheeky pink personage of the PiMan who has been known to turn up at computer fairs to promote his games.

The PiMan's agent, Automata UK, has since launched two other games starring their celebrity. Pi-Balled is the PiMan's version of Q*bert and Pi-Olympics—of which we have a free screen published here for your enjoyment—is what the PiMan did at the Summer Olympics. Yes, the PiMan was there even if the Russians were not.

More news of the PiMan's antics will be featured next month.

ENTERING all these numbers will take some time and you'll probably want to do them over a period of a few hours or even days. First you'll need to type in the Basic loader program which sets up everything for you. When you've done this, save it on tape with the name "graphics".

When you run the program, it will start by setting up the user defined graphics for you.

When the program says "enter line number", type in the five-digit number at the start of the first line and press enter. The program will ask you to enter the data. Type the eight numbers on that line and separate each with a comma. Don't put a comma at the end of a line. So you'll need seven commas for each line of eight numbers. Press enter and the computer will ask you for the next line number. Carry on typing in the lines like this until you've finished them all.

When you've finished, you'll need to save it all. To do this, enter zero when asked for a line number. The program will then stop and you can type the save command. This is: SAVE "olympics" CODE 27928,4650.

To run the game, load the graphics, then load the machine code and finally type RANDOMIZE USR 27928. The two LOAD commands are both LOAD ""CODE.

If you get tired with all that typing ahead of you then you can save as much as you've done and come back to it later. To do this, enter zero as a line number and type SAVE "olympics" CODE 27928,4650.

When you feel like doing some more typing, load the Basic loader program, then LOAD ""CODE to load in your efforts so far and then GOTO 180 to carry on. Don't forget to save the whole thing when you finish.

You must save the program before running it. If you don't, and you happen to have made a mistake typing in the numbers, then the machine may crash and you'll have to start again at the beginning.

If the game doesn't seem to be running correctly then you'll need to check that you've typed all the numbers correctly. You can do this by loading in the following program and then your tape of the game:

```
10 FOR X = 27928 TO 32571
20 PRINT X,PEEK(X)
30 NEXT X.
```

This will print out all the numbers on the screen so that you can check them. In the left hand column is the address in memory of the number and on the right is the number itself. Read down the right hand column and if you find any mistakes then note the right and left numbers on a piece of paper. To make the changes, you'll need some pokes. For each mistake type:

POKE left hand number, the correct right hand number.

For example, if the machine prints 32768,55 but it should really be at 65 instead of 55, then type POKE 32768,65. When you've done all the POKES then you'll need to re-save the correct version of the game by typing SAVE "olympics" CODE 27928,2650

Hopefully, all will be well.

```
35 clear 27927
37 dim d(8)
40 rem first the user defined graphics
50 for x=1 to 9
60 read a$
70  for y=0 to 7:read d:poke usr
a$+y,d:next y
80 next x
90 data "a",85,85,255,255,255,255,
255,255
100 data "d",0,0,0,14,23,22,60,32
110 data "e",2,15,63,255,
255,24,10,4
120 data "f",0,0,4,42,216,0,0,0
130 data "h",0,0,24,0,126,0,126,0
140 data "i", 247,0,251,0,118,0,60,0
150 data "s",0,0,32,84,43,0,0,0
160 data "t",64,240,252,255,255,
24,80,32
170 data "u",0,0,0,112,232,104,60,4
175 save"graphics" code usr"a",26*8
180 rem now all those numbers
190  input"enter 5-digit line number";a
195 if a=0 then stop
200 for x=1 to 8
202 input ("and number";x);d(x)
203 next x
210 for x=a to a+7
220 poke x,d(x-a+1)
230 next x
240 goto 190
ready.
```

```
27928  255  243  197  213  229  245  205  46
27936  109  241  225  209  193  251  201  109
27944  118  27   3    19   0    62   58   20
27952  111  17   184  80   205  208  109  58
27960  187  254  17   185  80   205  208  109
27968  62   10   17   186  80   205  208  109
27976  58   22   111  17   187  80   205  208
27984  109  58   23   111  17   188  80   205
27992  208  109  62   10   17   189  80   205
28000  208  109  58   24   111  17   190  80
28008  205  208  109  58   25   111  17   191
28016  80   205  208  109  58   25   111  60
28024  60   50   25   111  254  10   192  62
28032  0    50   25   111  58   24   111  60
28040  50   24   111  254  10   192  62   0
28048  50   24   111  58   23   111  60   50
28056  23   111  254  10   192  62   0    50
28064  23   111  58   22   111  60   50   22
28072  111  254  6    192  62   0    50   22
28080  111  58   21   111  60   50   21   111
28088  254  10   192  62   0    50   21   111
28096  58   20   111  60   50   20   111  254
28104  6    192  62   0    50   20   111  201
28112  237  83   48   111  17   128  61   33
```

```
28120 0   0   60  61  202 230 109 1
28128 8   0   9   195 219 109 25  6
28136 8   237 91  48  111 126 18  35
28144 20  16  250 201 62  15  237 71
28152 237 94  201 62  62  237 86  237
28160 71  201 6   6   33  20  111 175
28168 119 35  16  251 201 0   0   0
28500 7   224 31  248 60  60  112 14
28508 96  6   224 7   192 3   192 3
28516 192 3   192 3   224 7   96  6
28524 112 14  60  60  31  248 7   224
28532 0   0   3   192 31  248 60  60
28540 112 14  96  6   224 7   192 3
28548 192 3   224 7   96  6   112 14
28556 60  60  31  248 3   192 0   0
```

```
28564 0   0   0   0   0   0   7   224
28572 31  248 56  28  96  6   192 3
28580 192 3   96  6   56  28  31  248
28588 7   224 0   0   0   0   0   0
28596 0   0   0   0   0   0   0   0
28604 0   0   31  248 127 252 224 7
28612 224 7   127 252 31  248 0   0
28620 0   0   0   0   0   0   0   0
28628 0   0   0   0   0   0   0   0
28636 0   0   0   0   0   0   255 255
28644 255 255 0   0   0   0   0   0
28652 0   0   0   0   0   0   0   0
28660 33  28  112 6   5   197 126 87
28668 35  126 95  237 83  46  111 35
28676 126 87  35  126 95  229 205 124
28684 126 225 193 35  125 254 188 202
28692 236 112 16  225 195 242 112 0
28700 175 96  111 84  175 112 111 116
28708 175 128 111 148 159 104 111 180
```

```
28716 159 120 111 212 175 96  111 116
28724 175 112 111 148 175 128 111 180
28732 159 104 111 212 159 120 111 180
28740 175 96  111 148 175 112 111 180
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28764 175 112 111 212 175 128 111 180
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28788 175 128 111 148 159 104 111 116
28796 159 120 111 84  175 96  111 180
28804 175 112 111 148 175 128 111 116
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28820 175 96  111 148 175 112 111 116
28828 175 128 111 84  159 104 111 116
```

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28844 175 112 111 84  175 128 111 116
28852 159 104 111 148 159 120 111 180
28860 33  69  69  34  12  88  34  44
28868 88  33  71  71  34  14  88  34
28876 46  88  33  68  68  34  16  88
28884 34  48  88  33  70  70  34  77
28892 88  34  109 88  33  65  65  34
28900 79  88  34  111 88  195 244 111
28908 33  28  112 195 242 112 6   20
28916 14  255 58  8   92  254 83  202
28924 204 116 13  194 246 112 16  240
28932 195 247 111 0   0   0   0   0
28940 0   0   0   0   0   0   0   0
28948 0   0   0   0   1   1   0   0
28956 0   0   0   0   65  78  68  82
```

```
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28972 1   1   0   0   0   0   0   0
28980 77  69  76  32  32  32  32  32
28988 32  32  0   0   1   1   0   0
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29004 83  84  73  65  78  32  0   0
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29028 32  32  0   0   1   1   0   0
29036 0   0   0   0   82  79  66  73
29044 78  32  32  32  32  32  0   0
29052 0   0   0   0   0   0   0   0
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29068 120 105 237 123 120 105 175 50
29076 11  113 17  15  113 33  20  111
29084 1   6   0   237 176 62  8   50
29092 106 92  33  102 113 229 17  12
29100 113 14  3   26  71  126 144 250
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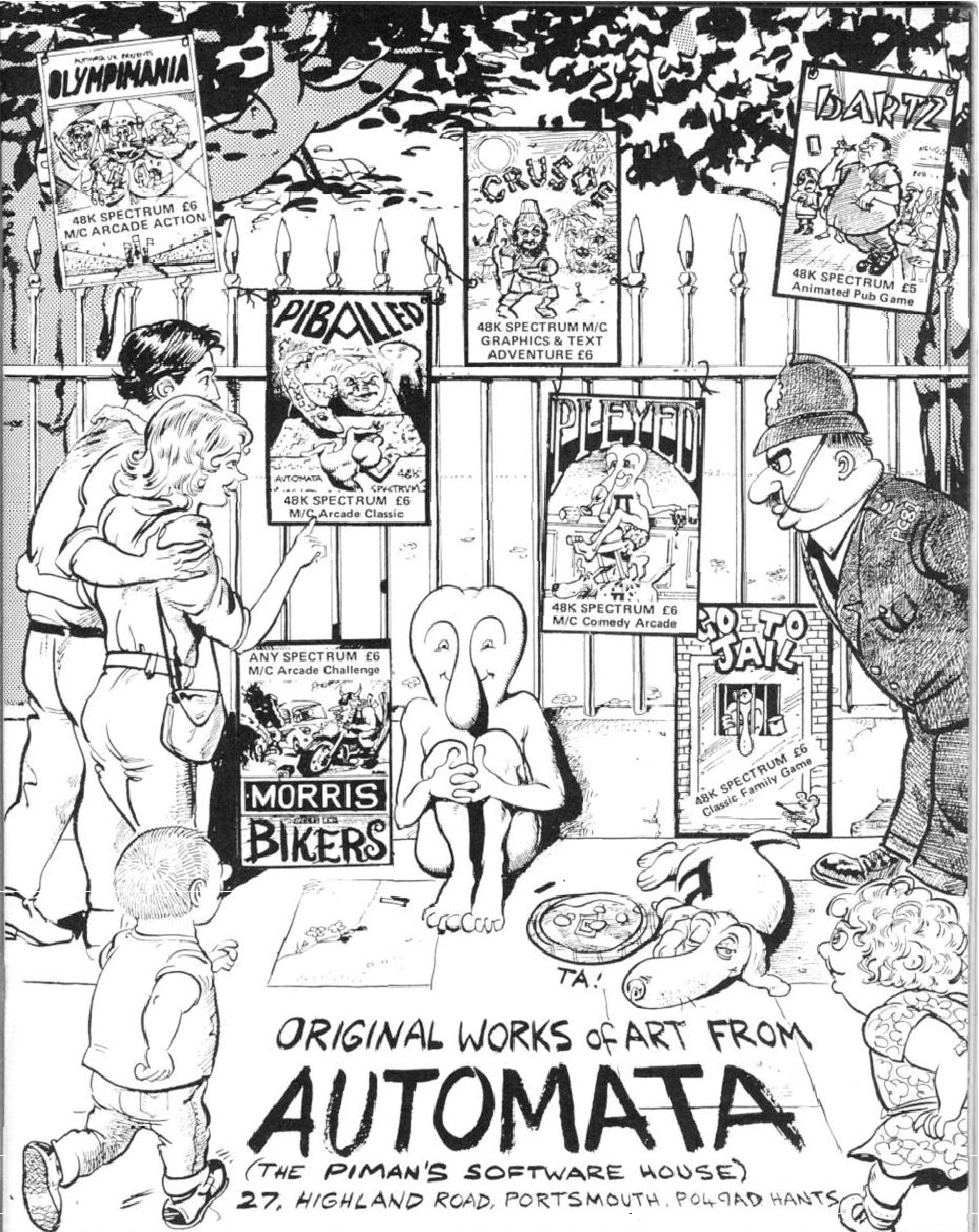
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29148 237 82  125 254 166 194 169 113
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29204 235 17  30  0   237 82  125 254
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29252 16  215 62  6   215 62  22  215
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29268 4   120 254 11  194 73  114 6
29276 5   33  84  116 62  16  215 62
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29292 15  215 126 215 35  4   120 254
29300 11  194 96  114 6   5   33  90
29308 116 62  16  215 62  2   215 62
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29324 215 35  4   120 254 11  194 125
29332 114 6   7   33  96  116 62  16
29340 215 62  3   215 62  22  215 120
29348 215 62  21  215 126 215 35  4
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29388 20  122 254 12  194 186 114 193
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29468 129 215 17  20  0   237 90  4
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29500 17  215 126 14  48  129 215 17
29508 20  0   237 90  4   4   120 254
29516 23  194 48  115 14  13  33  25
29524 113 62  16  215 62  3   215 62
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29532 22  215 121 215 62  21  215 126
29540 6   48  128 215 35  126 6   48
29548 128 215 62  58  215 35  126 6
29556 48  128 215 35  126 6   48  128
29564 215 35  62  58  215 126 6   48
29572 128 215 35  6   48  126 128 215
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29588 254 23  194 85  115 6   3   33
29596 12  113 175 119 35  16  251 195
29604 188 112 241 195 202 115 62  7
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29620 13  225 17  30  0   237 90  34
29628 0   91  229 33  60  92  203 134
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29708 62  8   215 62  45  215 62  32
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29772 8   215 225 201 71  79  76  68
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29812 72  65  86  69  32  65  32  72
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29828 32  32  80  76  69  65  83  69
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29860 32  32  32  32  79  76  89  77
29868 80  73  67  32  83  67  82  79
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30052 105 175 50  20  91  229 205 126
30060 117 225 254 68  40  3   195 43
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30156 25  254 3   40  28  254 4   40
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30180 223 116 62  7   33  0   119 24
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```

```
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```

```
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30732 215 175 215 6   32  58  56  91
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30892 58  2   111 95  22  0   237 90
```

```
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30932 252 229 120 58  1   111 6   32
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30964 4   111 201 58  120 92  71  62
30972 20  254 26  204 11  121 60  16
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```
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31076 221 119 1   58  10  111 254 1
31084 40  123 58  29  111 254 1   202
31092 176 121 42  11  111 36  124 254
31100 48  202 163 121 254 40  204 201
31108 121 34  11  111 34  46  111 205
31116 80  122 58  10  111 254 3   40
31124 84  42  27  111 34  46  111 33
31132 136 126 35  62  16  119 201 62
31140 1   50  29  111 24  6   175 50
31148 29  111 24  190 42  11  111 37
31156 124 254 31  40  241 254 39  204
31164 217 121 34  11  111 34  46  111
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31188 119 35  119 225 201 229 42  13
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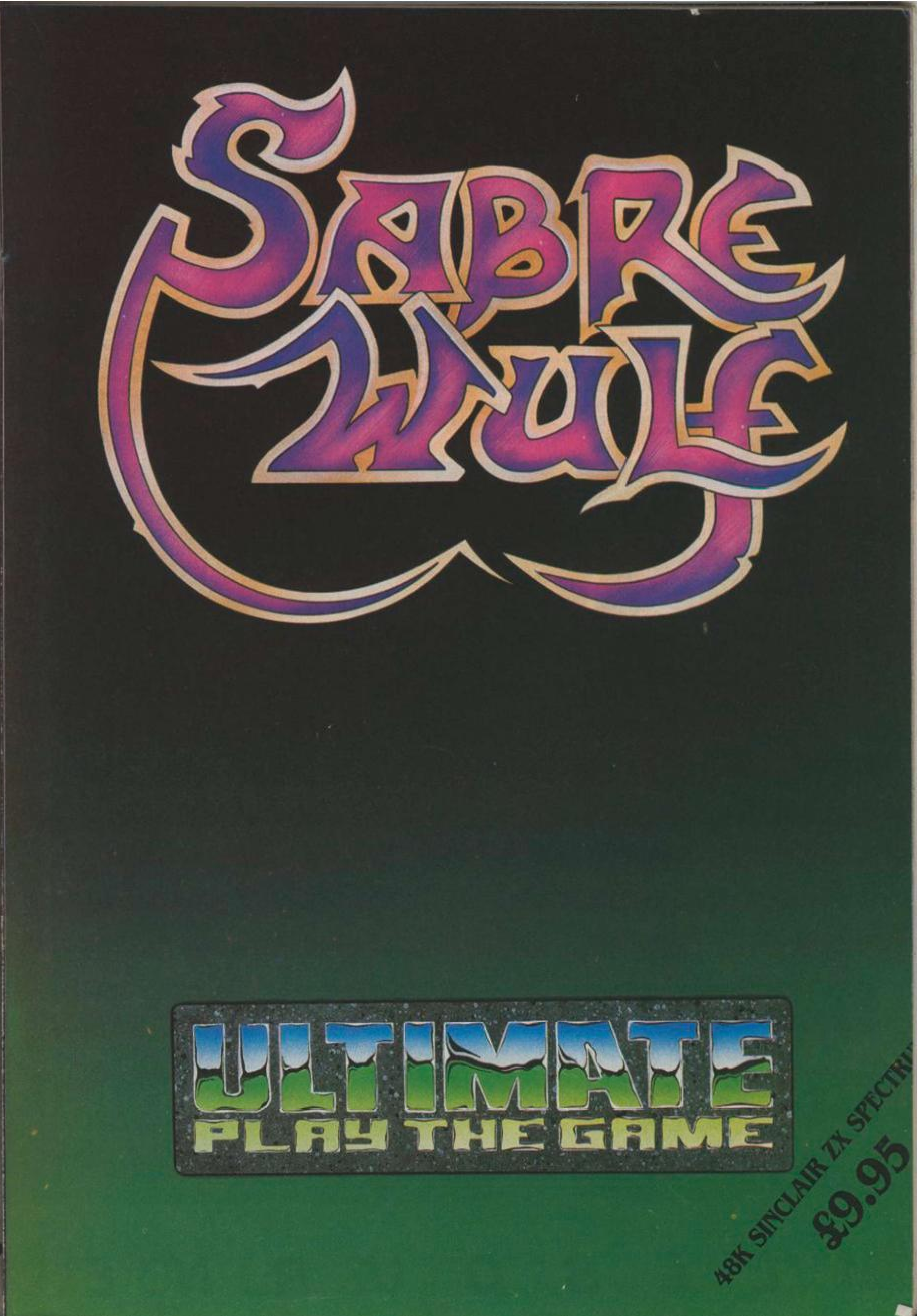
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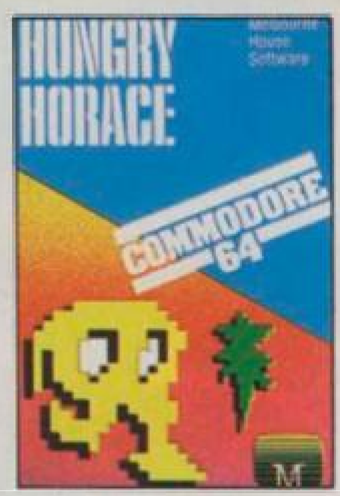
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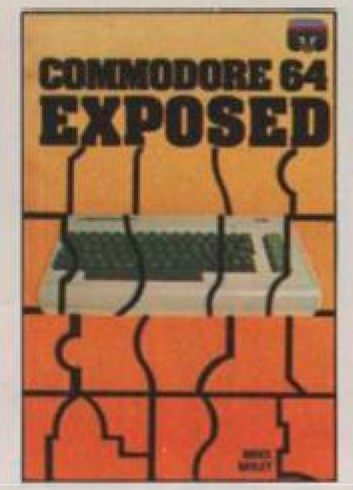
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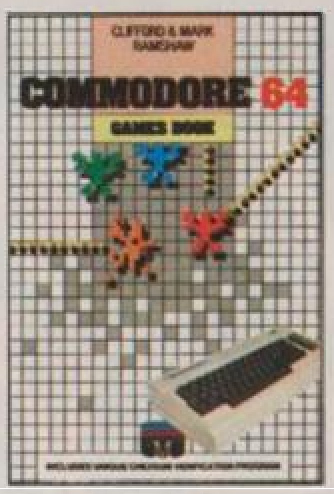
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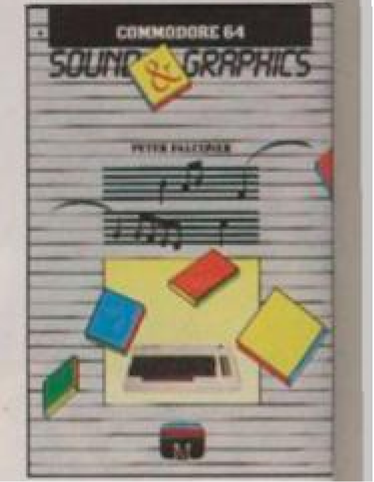
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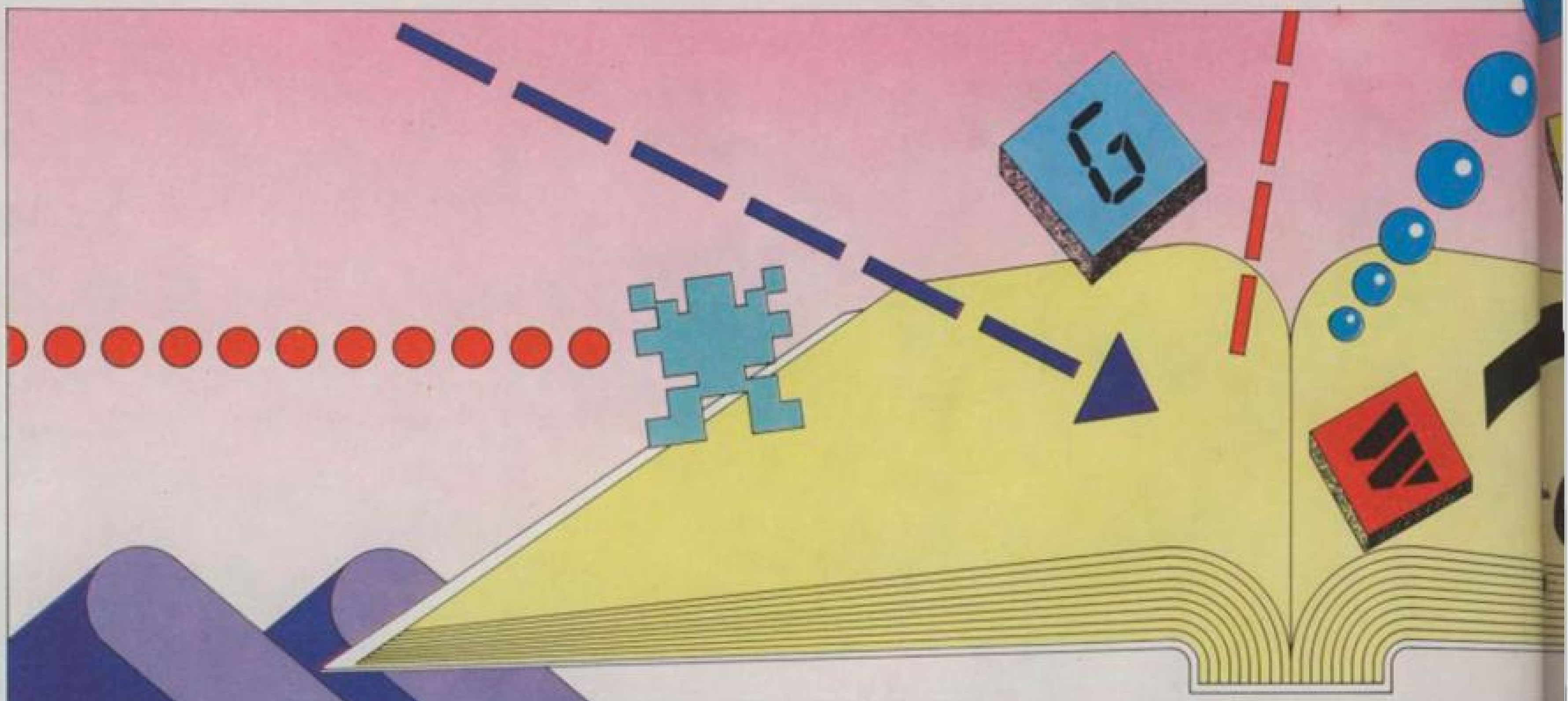

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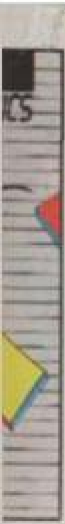

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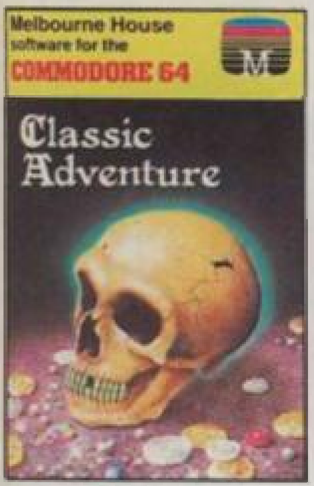

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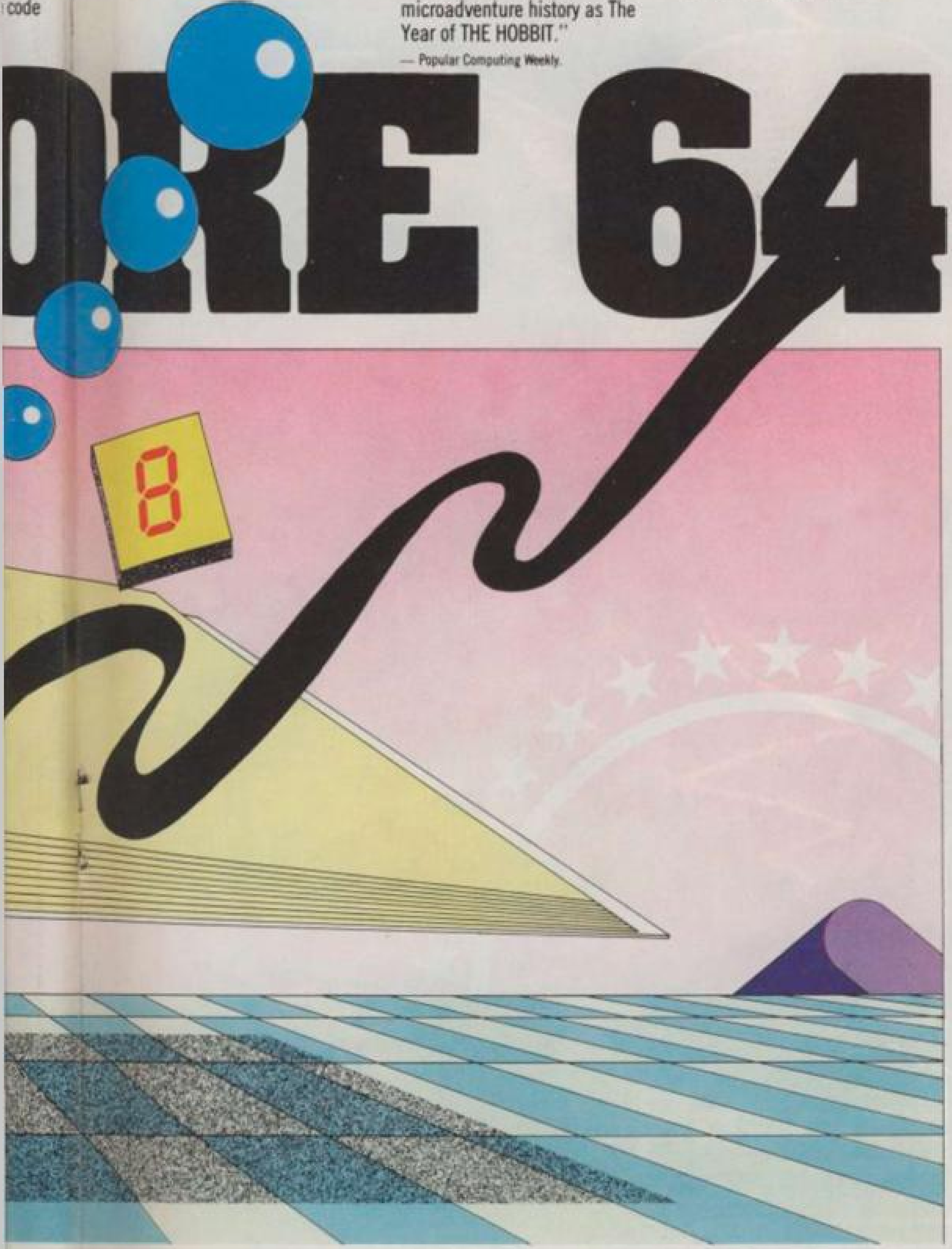

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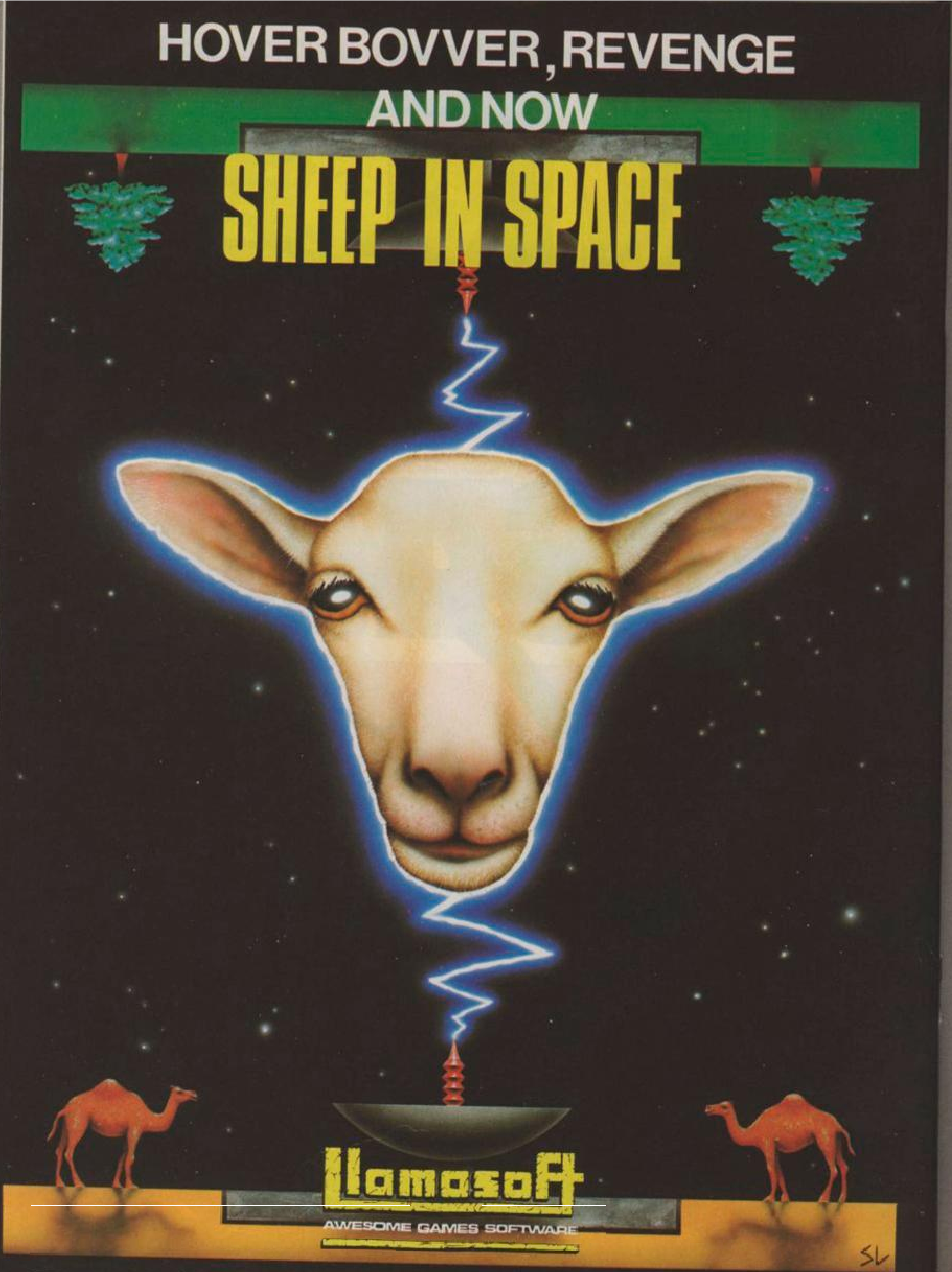

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31204 119 35  119 225 201 58  30  111
31212 254 1   40  38  42  15  111 36
31220 124 254 48  40  16  254 40  204
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32556  24   24   24   24   24   24   24   24
32564  24   24   24   24   0    0    0    0
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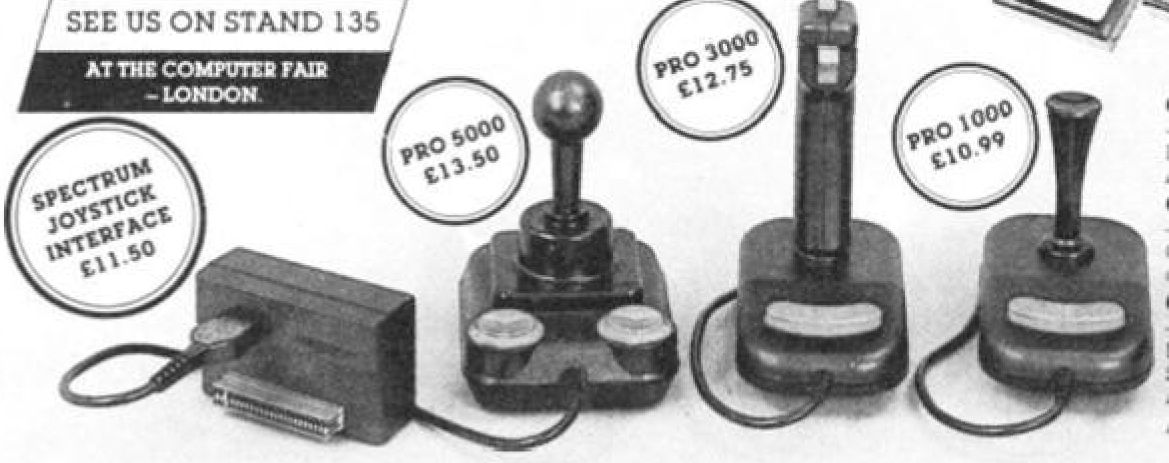

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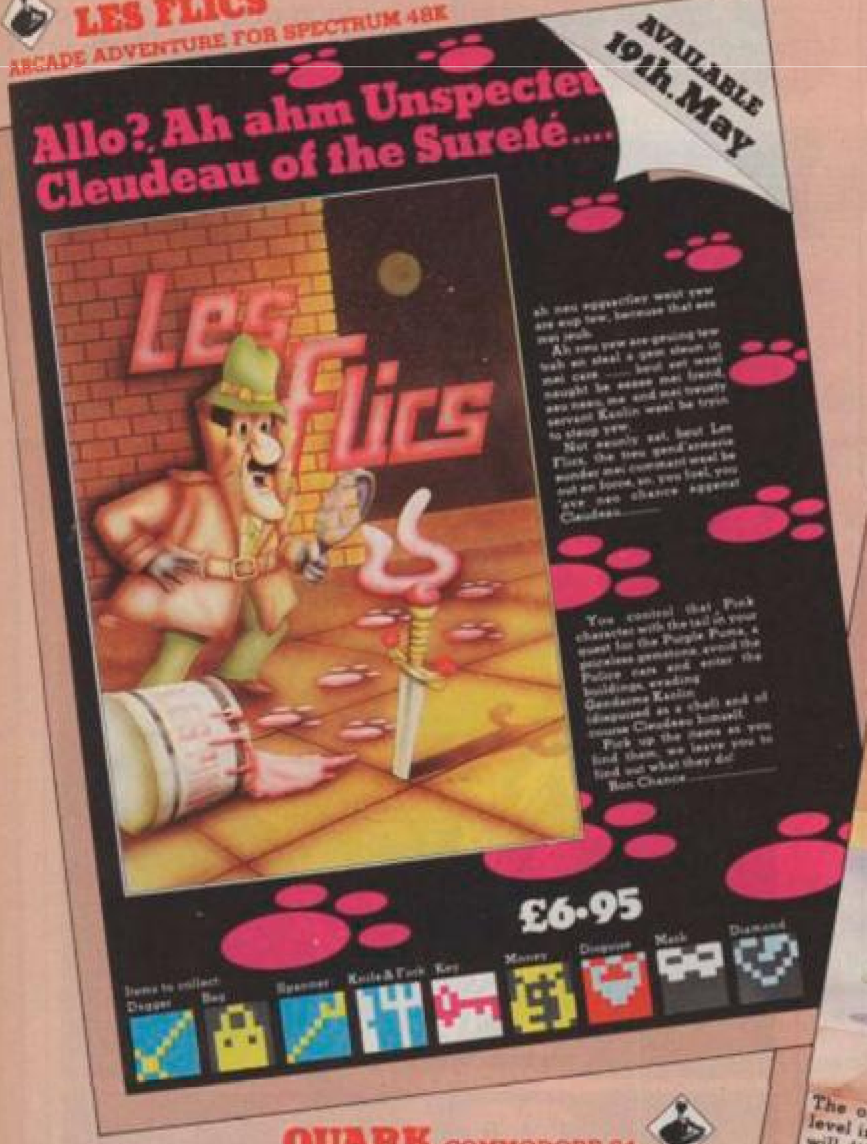
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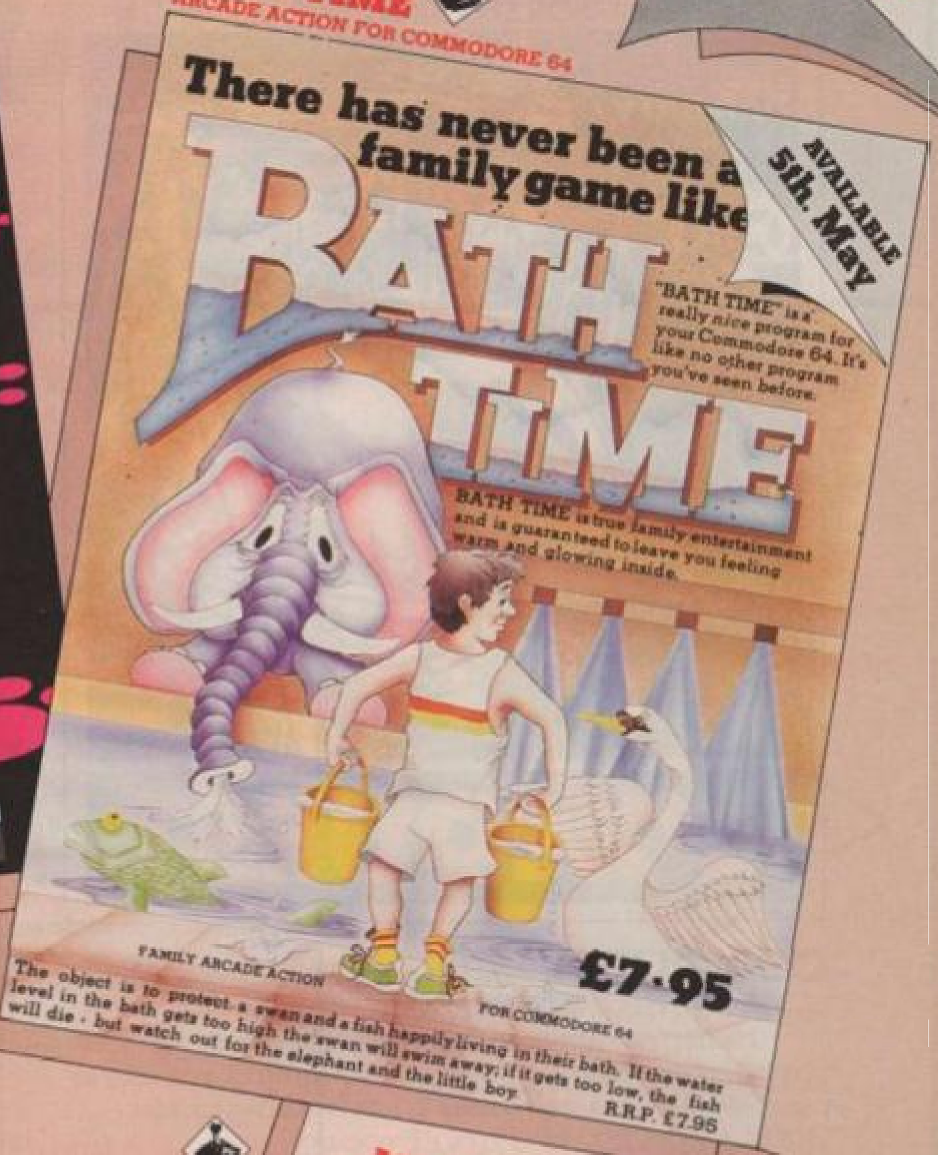
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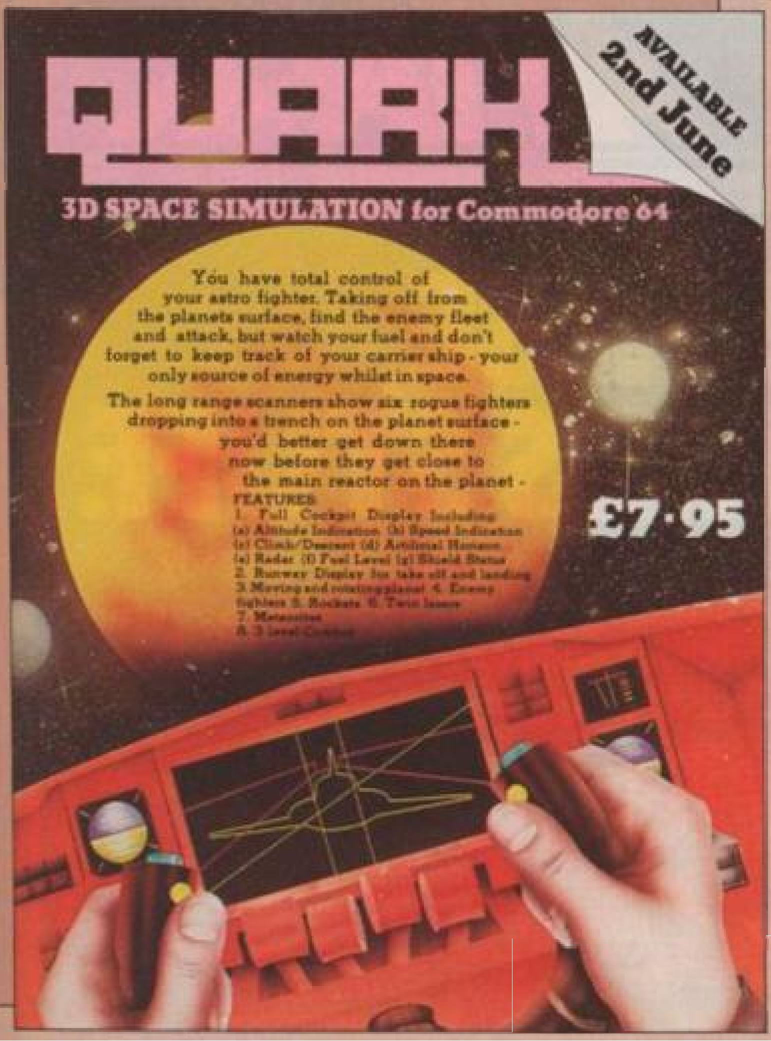
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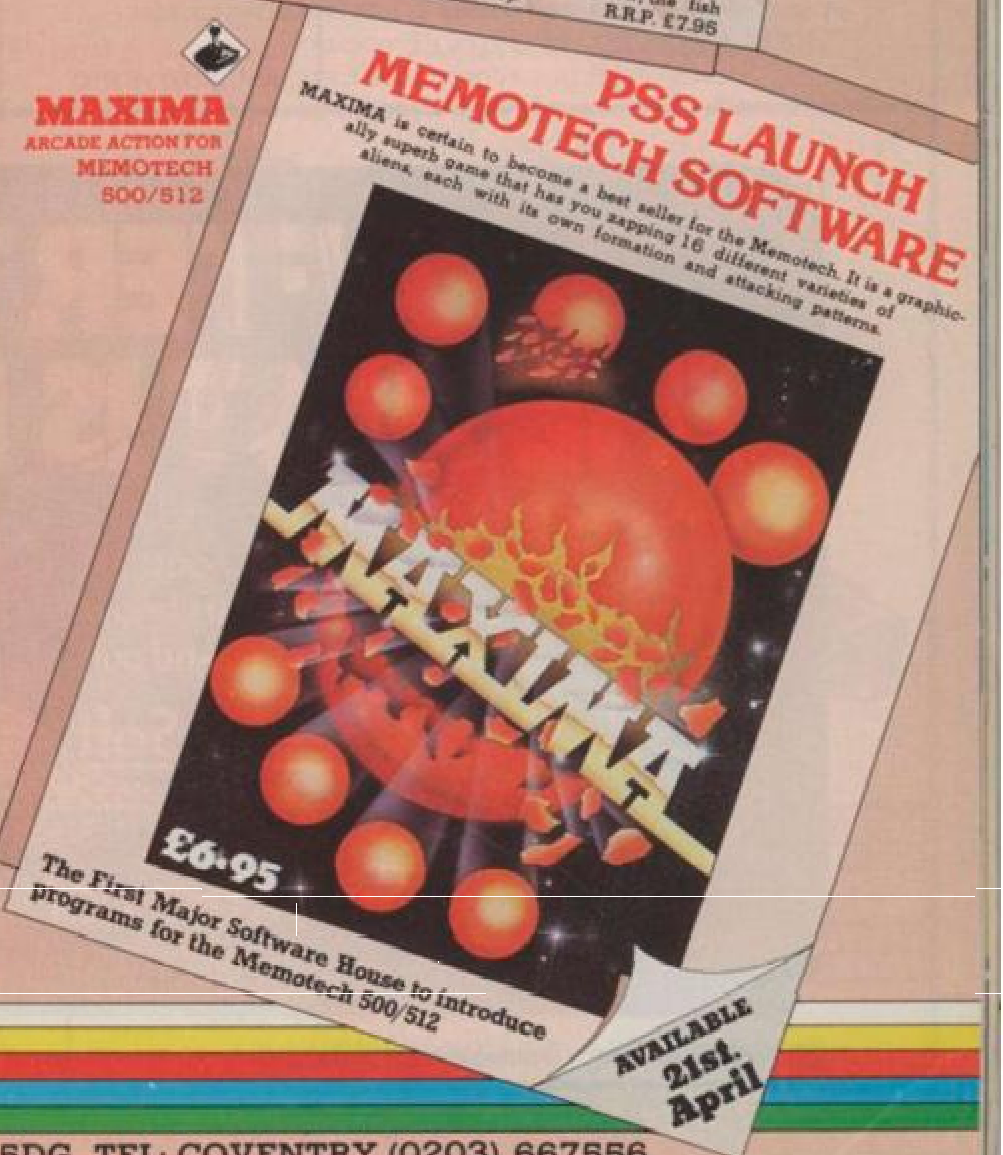
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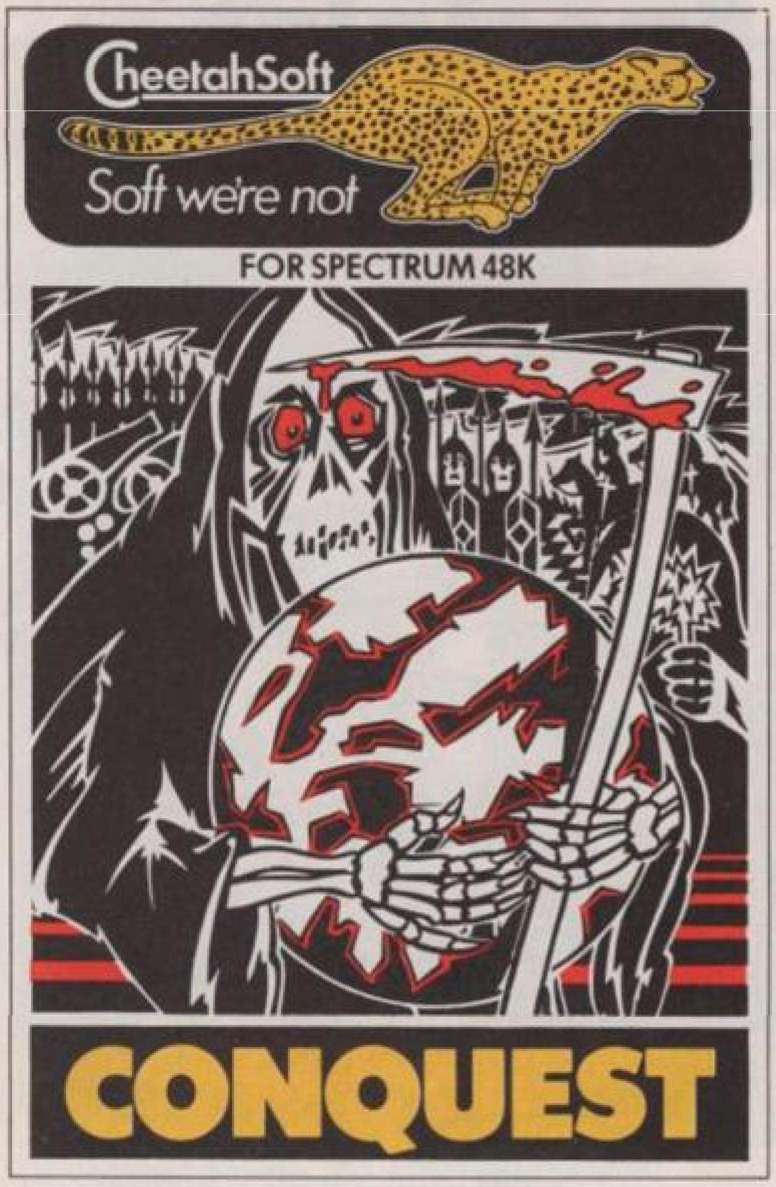

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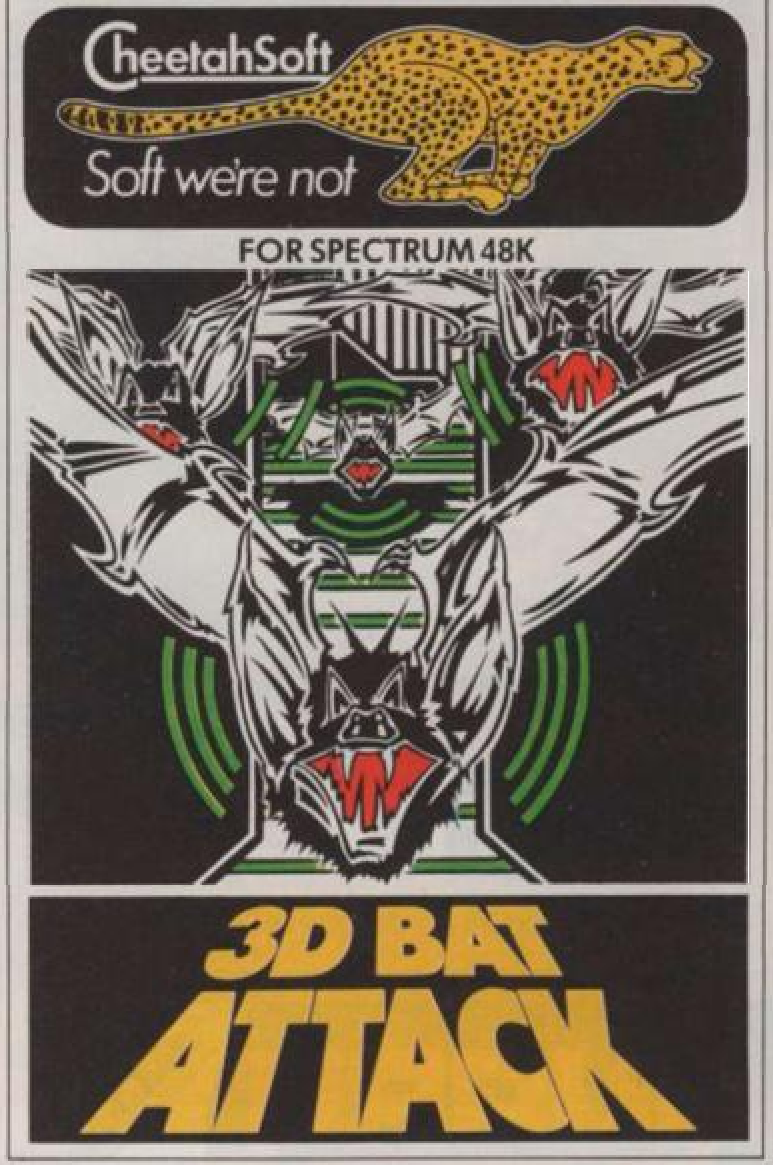

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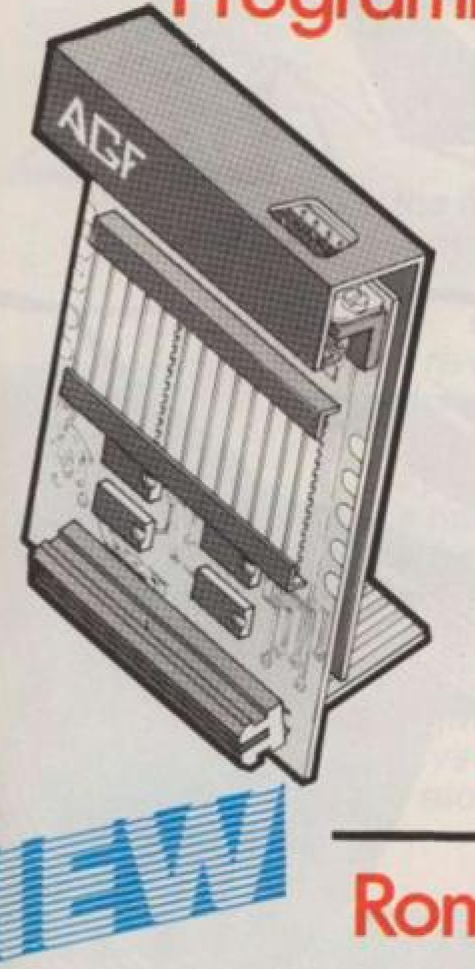
JOYSTICKS

SPECTRUM–ZX81

INTERFACES

Programmable Interface



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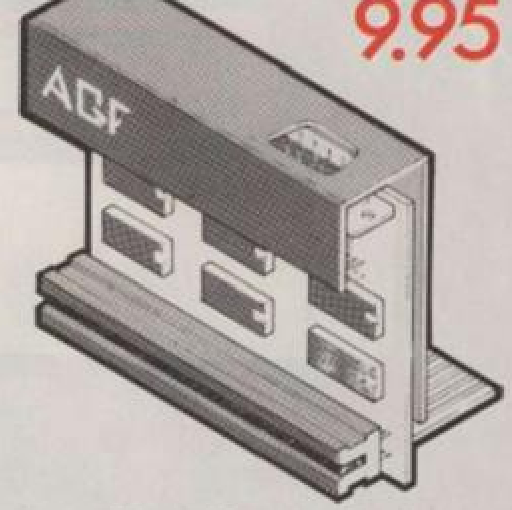

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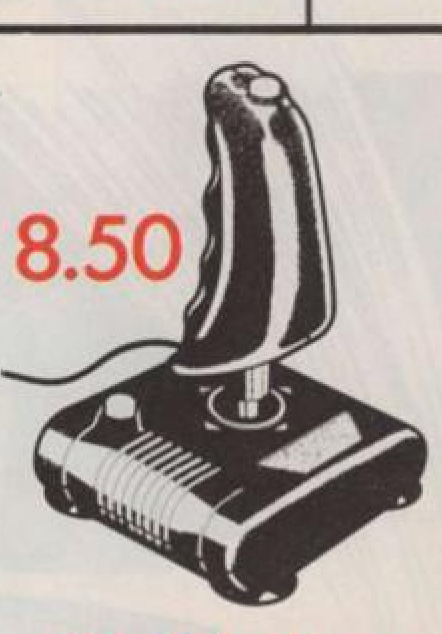

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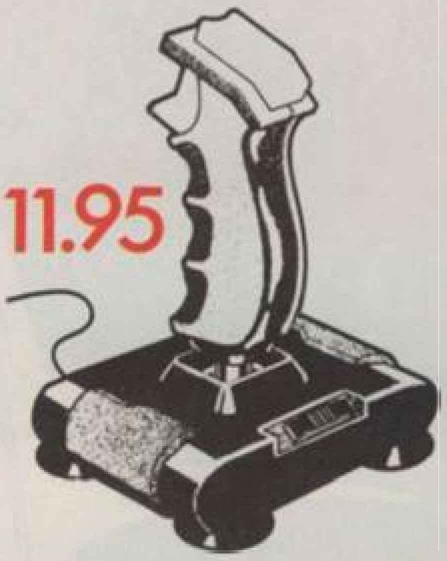

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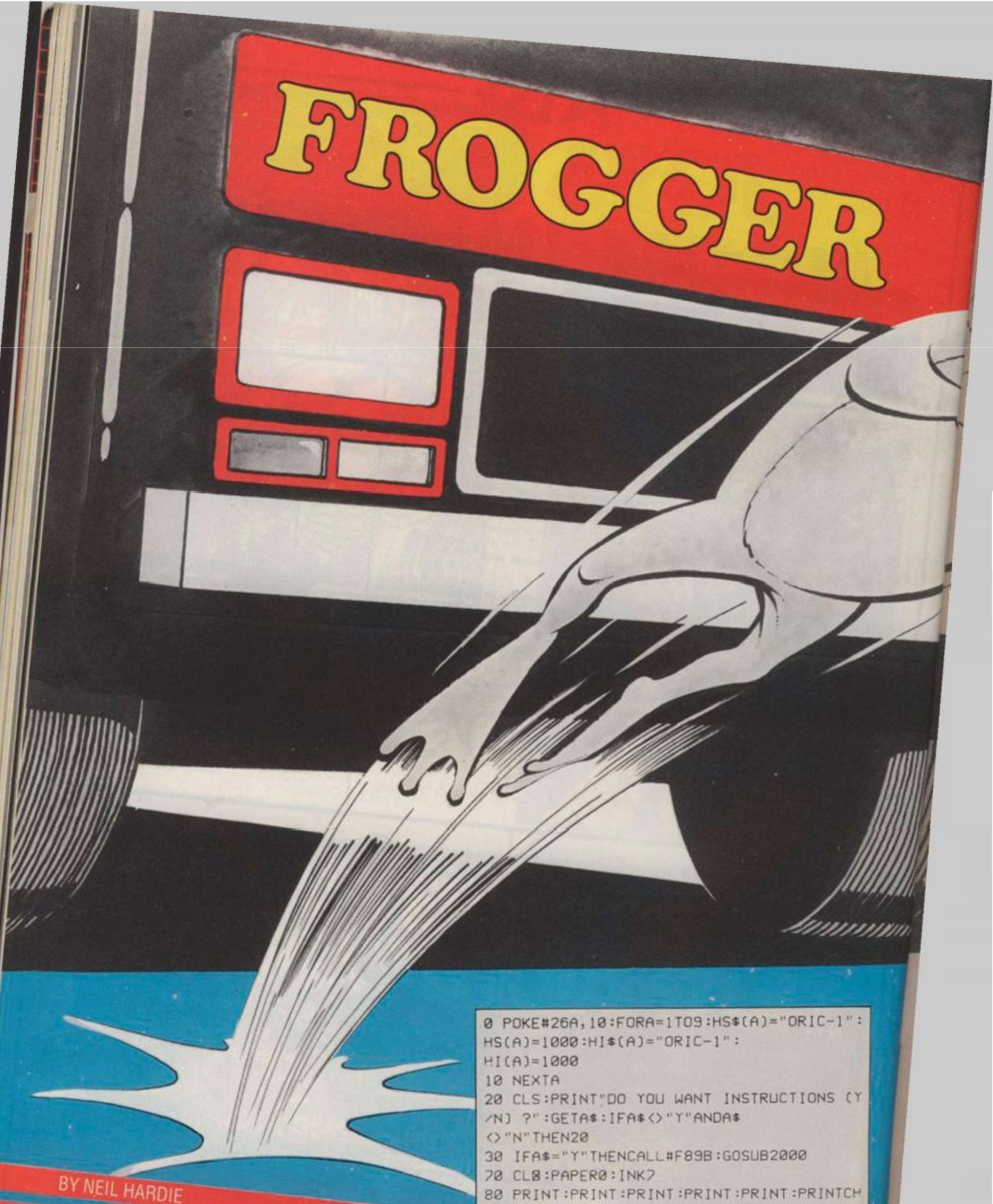
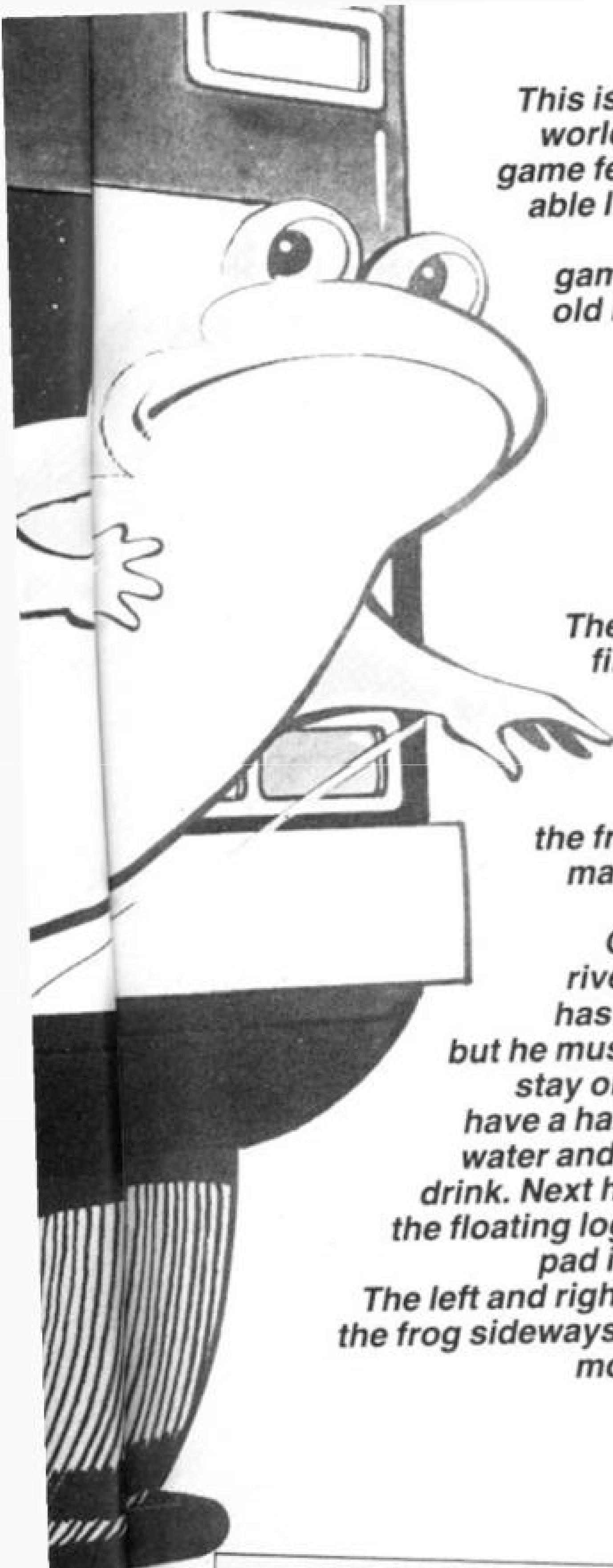
FROGGER



BY NEIL HARDIE

RUNS ON AN ORIC 1 in 16K

```
0 POKE#26A,10:FORA=1TO9:HS$(A)="ORIC-1":
HS(A)=1000:HI$(A)="ORIC-1":
HI(A)=1000
10 NEXTA
20 CLS:PRINT"DO YOU WANT INSTRUCTIONS (Y
/N) ?":GETA$:IFA$<>"Y"ANDA$
<>"N"THEN20
30 IFA$="Y"THENCALL#F89B:GOSUB2000
70 CL0:PAPER0:INK7
80 PRINT:PRINT:PRINT:PRINT:PRINT:PRINTCH
R$(4);CHR$(27);"J SELECT A
L0VEL"
90 PRINT:PRINT:PRINT:PRINTCHR$(27);"J 1.
AMATUER"
```



This is a version of the world famous arcade game featuring that lovable little frog Freddy. The aim of the game is to help poor old Freddy reach the safety of his lily pad at the edge of the river. But before he can curl up at home, he must cross a river and a busy road.

The road is Freddy's first test. There are four lanes of traffic, including huge juggernauts, which the frog must dodge to make it across to the stream.

Getting across the river is easy—he just has to catch a turtle—but he must be careful not to stay on too long, as they have a habit of diving under water and leaving him in the drink. Next he must jump on to the floating logs and then his lily pad is only a hop away.

The left and right arrow keys move the frog sideways and the space bar moves him forwards.

```
100 PRINT:PRINT:PRINT:PRINTCHR$(27);"J 2
.PROFESSIONAL"
110 PRINTCHR$(4)
120 GETA$:V=VAL(A$):IFV<1ORV>2THENZAP:GO
TO120
130 FORA=46080+(97*8)TO46080+(107*8)-1:R
EADB:POKEA,B:NEXT
140 DATA63,63,63,63,63,63,63,63,0,18,63,
18,18,63,18,0
150 DATA15,18,34,63,63,63,20,8,32,16,8,6
3,63,63,10,4
155 DATA0,7,8,8,31,31.5,2,7,55055,55,63,
63,1,0
160 DATA63,63,63,63,63,63,16,32,62,62,62
,62,62,63,40,16,60,18,17,63
,63,63,10,4
170 DATA1,2,4,63,63,63,20,8
180 FORA=46080+(107*8)TO46080+(116*8)-1:
READB:POKEA,B:NEXT
```

```
190 DATA31,31,31,31,31,63,5,2,63,63,63,6
3,63,63,2,1,56,59,59,59,63,
63,32,0
200 DATA0,56,4,4,62,62,40,16,0,0,3,2,15,
31,63,0,1,3,38,60,52,21,
6
210 DATA3,7,9,9,9,9,7,3,12,30,45,45,30,1
8,18,33,0,32,48,48,48,48.32
,0
270 CLS:PLOT0,14,4:PLOT0,16,3:PLOT0,18,2
:PLOT0,20,1:PLOT0,22,0:PLOT
0,24,5
280 PLOT0,12,0:PLOT0,10,5:PLOT0,8,6:PLOT
0,6,7:PLOT0,4,0
290 SC=0:LI=3:TI$="aaaaaaaaaaaaaaaaaaaa
aaaaaaaaa":TI=30:Z=1
310 PLOT1,1,"-HOME        HOME      HOME
   HOME "
315 PLOT1,2," aaaa        aaaa      aaaa
   aaaa "
320 PLOT1,24,"TIME:":PLOT6,24,TI$:PLOT0,
26,2
3300PLOT1,26,"SCORE:":PLOT7,26,STR$(SC)
340 PLOT15,26,"LIVES:":PLOT21,26,STR$(LI
)
350 PLOT26,26,"HIGH:":PLOT31,26,STR$(HI(
1))
360 PLOT1,22,17:PLOT36,22,16:PLOT1,21,"b
bbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbbb"
370 PLOT1,19,"--------------------------
--- -----"
380 PLOT1,17,"==========================
=========="
390 PLOT1,15,"--------------------------
----- ----"
400 PLOT1,13,"bbbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbbbbb"
410 PLOT1,12,18:PLOT36,12,16
420 PLOT1,11,"bbbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbbbbb"
430 FORA=10TO4STEP-1:PLOT1,A,20:PLOT36,A
,16:NEXT
440 PLOT1,3,"0bbbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbbbb"
450 A$="efgh     j;     efgh      j;    j;
 "
460 B$="j;     j;      j;      j;     j;
 "
470 C$="   klmn       cd       cd       cd
 "
480 D$="  cd   klmn     cd       klmn
 "
490 E$=" op    op     op     op      op 'op
 "
490 E$=" op    op     op     op      op  op
 "
500 F$=" qaaas              qaaas     qaaas
 "
510 G$="0    op           op        op   op
 "
520 H$="  qaaaas           qaaaaas     qaaaas
 "
```

Illustration: Terry Rogers

```
525 I$=" a a a a a a a a a a a a a a a a
 "
530 X=20:Y=22:IFV=2THENPLOT2,12,I$
540~PLOT7,26,STR$(SC):PLOT21,26,STR$(LI)
:VI=V*Z*.1:TI=TI-VI
545 IFTI<=0THENLI=LI-1:TI$="aaaaaaaaaaaaa
aaaaaaaaaaaaaaaaa":TI=30
550 PLOT6,24,LEFT$(TI$,TI):PLOT6+TI,24,"
 ":PLOTX,Y," "
560 PLOT1,14,A$
570 PLOT1,16,B$
580 PLOT1,18,C$
590 PLOT1,20,D$
600 PLOT2,10,E$
610 PLOT2,8,F$
620 PLOT2,6,G$
630 PLOT2,4,H$
640 A1$=LEFT$(A$,1):A2$=RIGHT$(A$,34):A$
=A2$+A1$
650 B1$=LEFT$(B$,2):B2$=RIGHT$(B$,33):B$
=B2$+B1$
660 C1$=RIGHT$(C$,2):C2$=LEFT$(C$,33):C$
=C1$+C2$
670 D1$=RIGHT$(D$,1):D2$=LEFT$(D$,34):D$
=D1$+D2$
680 E1$=RIGHT$(E$,1):E2$=LEFT$(E$,33):E$
=E1$+E2$
690 F1$=LEFT$(F$,1):F2$=RIGHT$(F$,33):F$
=F2$+F1$
700 G1$=RIGHT$(G$,2):G2$=LEFT$(G$,32):G$
=G1$+G2$
710 H1$=LEFT$(H$,2):H2$=RIGHT$(H$,32):H$
=H2$+H1$
730 K$=KEY$:IFK$=CHR$(10)THENX=X+1
740 IFK$=CHR$(8)THENX=X-1
```

```
750 IFK$=" "THENY=Y-2:SC=SC+10:PING
760 IFX=2ORX=35THENEXPLODE:LI=LI-1:WAIT1
00:X=20:Y=22
770 IFY=8ORY=4THEN820
780 IFY=2ANDSCRN(X,Y)=97THENH=H+1:SHOOT:
X=20:Y=22:SC=SC+50
790 IFH=4THENLI=LI+1:SC=SC+100:Z=2:TI$="
aaaaaaaaaaaaaaaaaaaaaaaaaaaa
aa"
800 IFH=4THENZAP:H=0:X=20:Y=22:TI=30:GOT
O840
805 IFY=2THENLI=LI-1:EXPLODE:X=20:Y=22:G
OTO830
810 IFSCRN(X,Y)<>32THENLI=LI-1:WAIT100:X
=20:Y=22:EXPLODE:GOTO830ELS
E830
820 IFSCRN(X,Y)=32THENLI=LI-1:WAIT100:X=
20:Y=22:EXPLODE
830 IFLI<=0THENPLOT21,26," 0":GOTO850
840 PLOTX,Y,"r":GOTO540
850 CLS:PRINTCHR$(17):CALL#F89B:A$="ORIC
-FROGGER.
   "

860 A$=A$+"By Neil Hardie
         "

870 A$=A$+"Sept & Oct 1983.
         "

880 A$=A$+"Your score was "
890 FORA=1TOLEN(A$):PRINTMID$(A$,A,1);:F
ORB=1TO20:NEXTB:NEXTA:PRINT
SC
900 IFV=2THEN1040
910 IFSC>HS(9)THENA$="Congratulations yo
ur score has          "ELSE11
70
920 A$=A$+"Qualified for the ORIC-FROGGE
R.       "
930 A$=A$+"Hall of fame(Amature).
         "

940 A$=A$+"Please enter your name
         (max. 6 characters
) "
950 FORA=1TOLEN(A$):PRINTMID$(A$,A,1);:F
ORB=1TO20:NEXTB:NEXTA:WAIT1
00
960 INPUTHS$(9)
965 IFLEN(HS$(9))>6THENHS$(9)=LEFT$(HS$(
9),6)
970 IFLEN(HS$(9))<6THENHS$(9)=HS$(9)+" "
:GOTO970
980 HS(9)=SC:FORS1=1TO9:M=0:FORS2=S1TO9
990 IFHS(S2)<=MTHEN1010
1000 M=HS(S2):S3=S2
1010 NEXTS2
1020 HS(S3)=HS(S1):HS(S1)=M:HS$=HS$(S3):
HS$(S3)=HS$(S1):HS$(S1)=HS$
:NEXTS1
1030 GOTO1170
1040 IFSC>HI(9)THENA$="Conngratulations
your score has          "ELSE1
170
```

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```
1050 A$=A$+"Qualified for the ORIC-FROGG
ER.          "
1060 A$=A$+"Hall of fame(Professional).
          "
1070 A$=A$+"Please enter your name
          "
1080 A$=A$+"(max. 6 characters) "
1090 FORA=1TOLEN(A$):PRINTMID$(A$,A,1);:
FORB=1TO20:NEXTB:NEXTA:WAIT
100
1100 INPUTHI$(9)
1105 IFLEN(HI$(9))>6THENHI$(9)=LEFT$(HI$
(9),6)
1110 IFLEN(HI$(9))<6THENHI$(9)=HI$(9)+"
":GOTO1110
1120 HI(9)=SC:FORS1=1TO9:M=0:FORS2=S1TO9
1130 IFHI(S2)<=MTHEN1150
1140 M=HI(S2):S3=S2
1150 NEXTS2
1160 HI(S3)=HI(S1):HI(S1)=M:HI$=HI$(S3):
HI$(S3)=HI$(S1):HI$(S1)=HI$
:NEXTS1
1170 WAIT100:PRINTCHR$(17):CLS:PRINT"
  ORIC-FROGGER. HALL OF FAM
E"
1175 PLOT0,0,1:PLOT0,1,4:PLOT0,2,1:PLOT0
,3,4:PLOT0,4,1:PLOT0,5,4
1176 FORA=7TO15:PLOT0,A,1:NEXT:PLOT0,16,
4:PLOT0,18,5:PLOT0,19,5
1180 PRINT"------------------------------
---------";
1190 PRINT"               AMATEUR         PROF
ESSIONAL"
1200 PRINT"------------------------------
---------";
1210 PRINT" RANK   NAME   SCORE      NAME
   SCORE"
1220 PRINT"------------------------------
---------"
1230 FORN=1TO9:PRINT"  ";N;"    ";HS$(N);
"  ";HS(N);"     ";HI$(N);"
 ";HI(N):NEXT
1240 PRINT"------------------------------
---------
```

```
1250 PRINT"PRESS 'Y' FOR ANOTHER GAME"
1260 PRINT"PRESS 'N' TO END"
1270 GETA$:IFA$<>"Y"ANDA$<>"N"THEN1270
1280 IFA$="Y"THENRESTORE:GOTO20
2000 PAPER0:INK2:CLS
2010 PRINT:PRINTCHR$(4);CHR$(27);"J":CHR
$(27);"A          ORIC-FROG
GER.
2015 PRINTCHR$(4)
2020 PRINT:PRINT" The object of the game
 is to get home";
2030 PRINT"before your mother gets angry
 at your ";
2040 PRINT"being late home for tea."
2050 PRINT:PRINT" You start of at the bo
ttom of the    ";
2060 PRINT"screen. You have to cross a m
otorway  ";
2070 PRINT"thus avoiding the cars and lo
rries"
2080 PRINT"you then climb over a fence i
nto a ga-";
2090 PRINT"rden (on the proffesional lev
el you   ";
2100 PRINT"have to avoid the black gates
 which   ";
2110 PRINT"are closed) you then swim the
 river   ";
2120 PRINT"avoiding the crocadiles,climb
 on the  ";
2130 PRINT0logs foot paddling and into y
our home ";
2135 PRINT"ready for tea."
2140 PLOT 7,25,"Press SPACE BAR to conti
nue."
2150 GETA$:IFA$<>" "THEN2150
2160 CLS:PAPER0:INK3
2170 PRINT:PRINTCHR$(4);CHR$(27);0J":CHR
$(27);"D          CONTROLS"
2180 PRINTCHR$(4)
2190 PR~NT:PRINTCHR$(27);"A";CHR$(27);"H
     KEY              FUNCTI
ON"
2200 PRINT"     LEFT                 LEFT"
2210 PRINT"     DOWN                 RIGHT"
2220 PRINT"  SPACE BAR                UP"
2230 PRINT:PRINTCHR$(4);CHR$(27);"J";CHR
$(27);"D          POINTS"
2240 PRINTCHR$(4)
2250 PRINT:PRINT" You get 10 points ever
y time you~move";
2260 PRINT"up. You get 50 points for get
ting home";
2270 PRINT"and 100 points and an extra l
ife every";
2280 PRINT"4 times home."
2290 PLOT7,25,"Press SPACE BAR to contin
ue"
2300 GETA$:IFA$<>" "THEN2300
2310 RETURN
```

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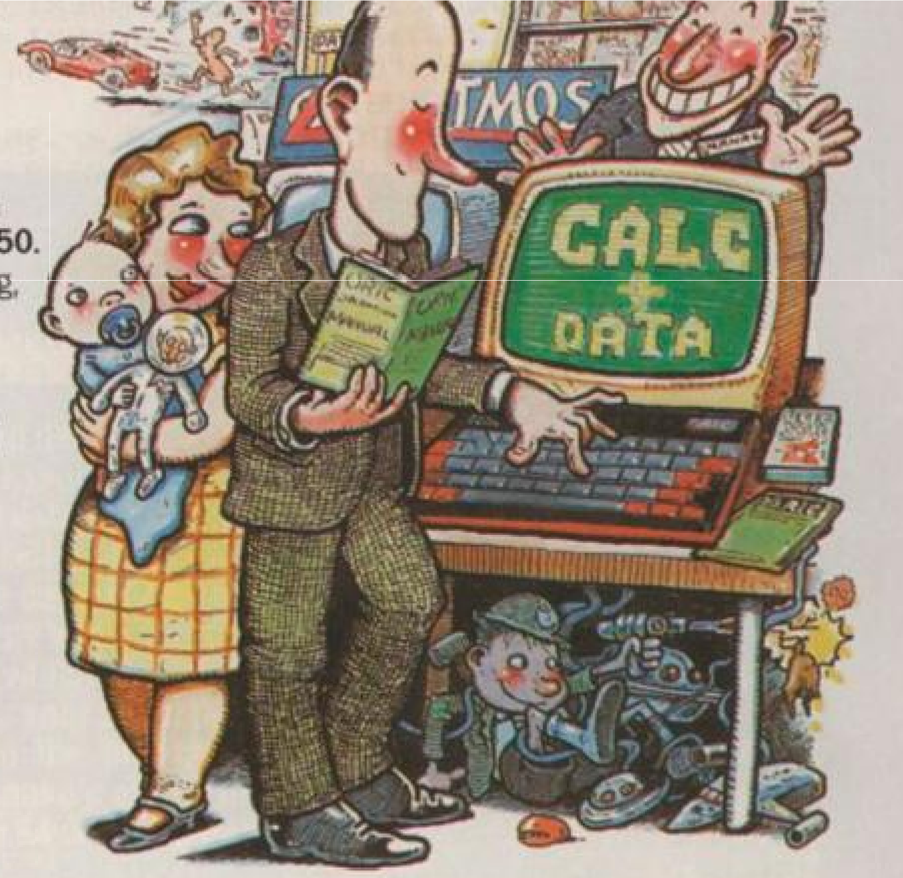
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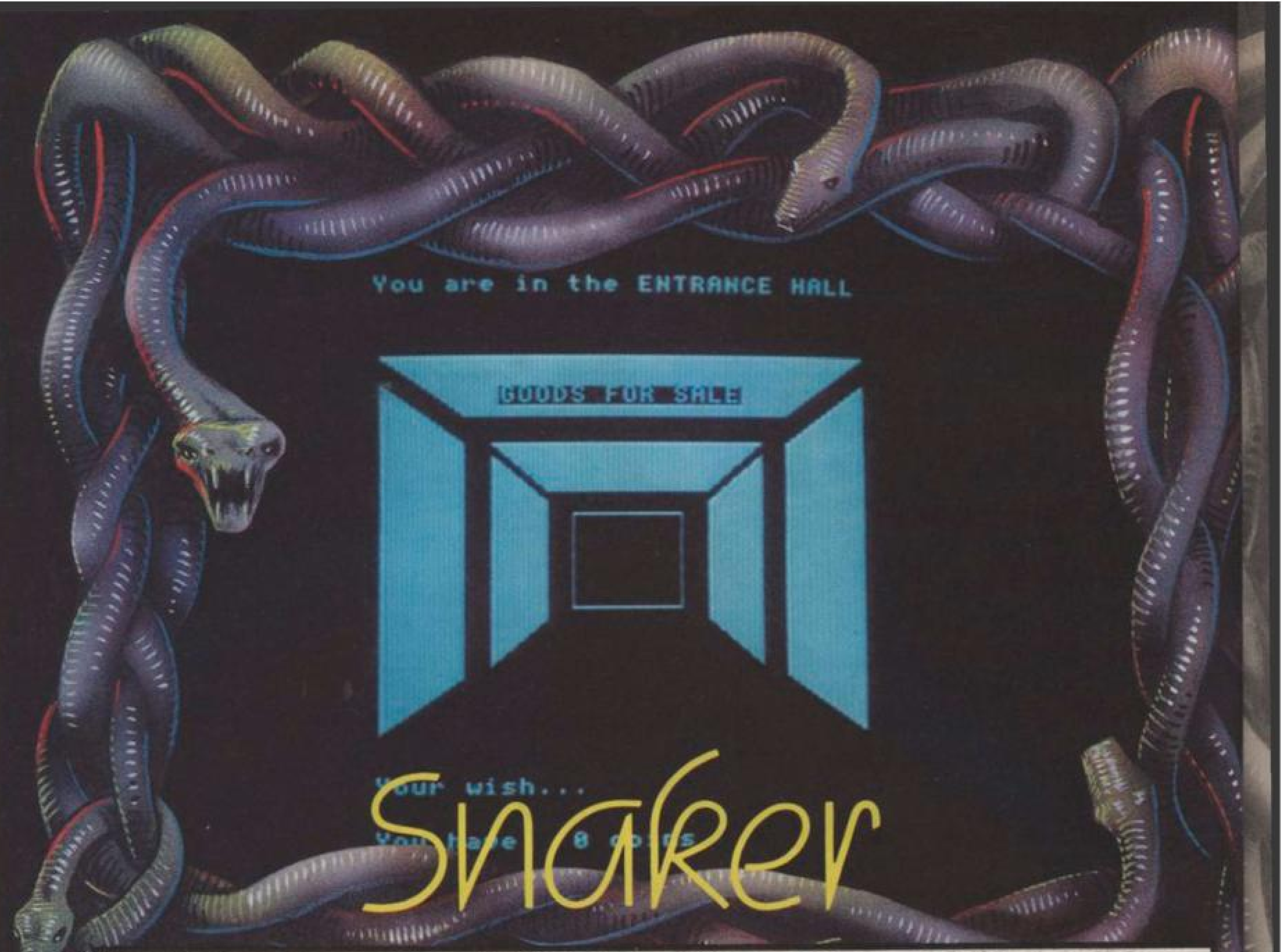


```
You are in the ENTRANCE HALL

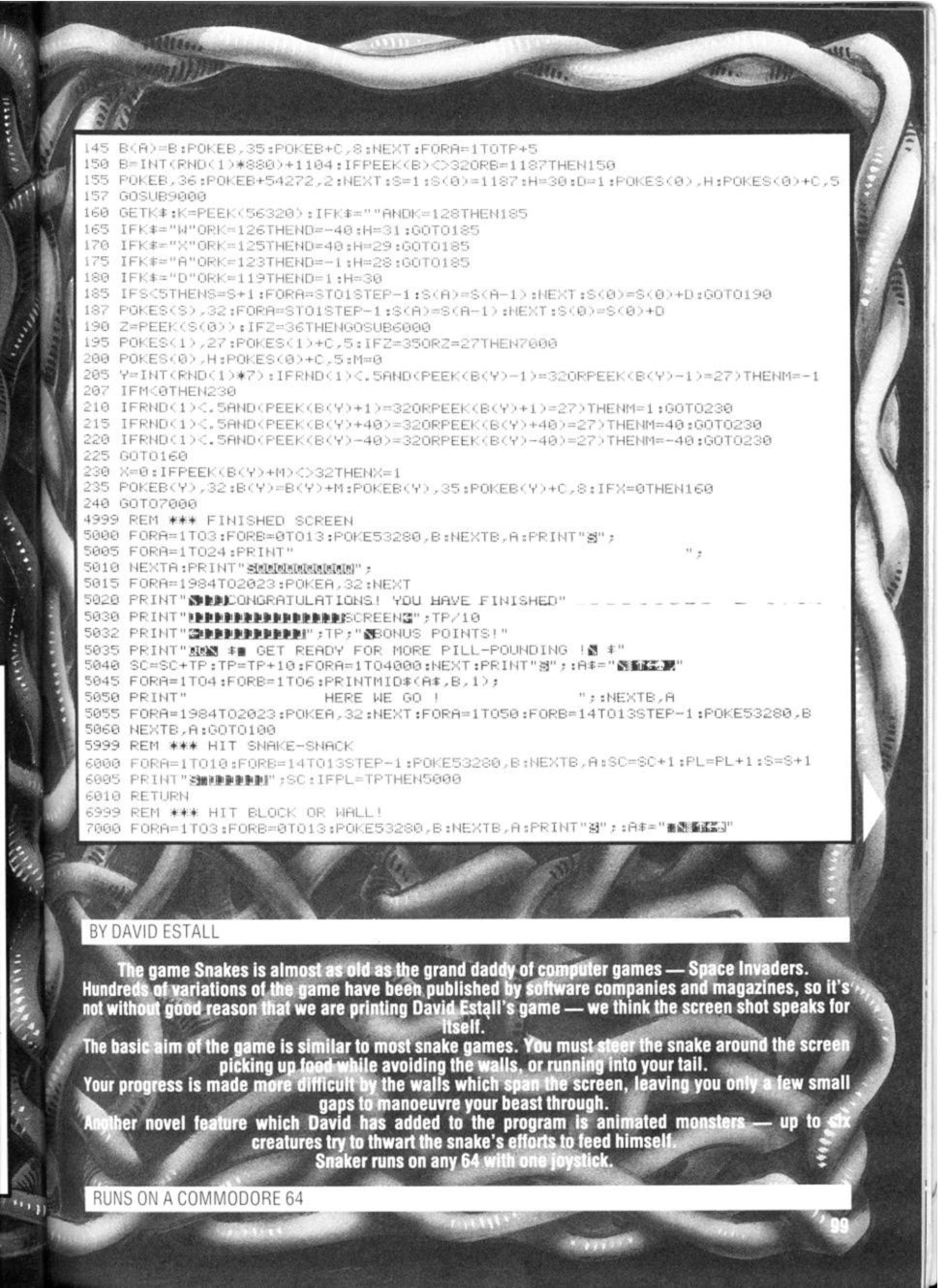
GOODS FOR SALE

Your wish...

You have 8 coins
```

Snaker

```
10 POKE53280,8:POKE53281,8:PRINT"♥QQQQQQQQQQQQ=]]]]]]]]]]]]]]]]]PLEASE WAIT:"
15 POKE52,48:POKE56,48:CLR
20 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
25 FORI=0TO511:POKEI+12288,PEEK(I+53248):NEXT
30 FORI=12288TO12295:READA:POKEI,A:NEXT
35 FORI=12504TO12543:READA:POKEI,A:NEXT
40 FORI=12568TO12583:READA:POKEI,A:NEXT
45 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
50 FORI=832TO894:READA:POKEI,A:NEXT
52 DIMSN(20,1):FORA=0TO20:READSN(A,0),SN(A,1):NEXT
55 V=53248:POKE53272,(PEEK(53272)AND240)+12:POKE2040,13:POKEV+21,1:POKEV+23,1
60 POKEV+29,1:POKEV+39,5:POKE53280,1:POKE53281,1:PRINT"♥■QQQQQQQQQQQ";
65 POKEV,160:FORA=0TO112:POKEV+1,A:NEXT:A$="                    $ SNAKER $"
70 FORA=1TO11:PRINTSPC(15)MID$(A$,A,10):FORB=1TO50:NEXT:PRINT"♥";:NEXT
75 PRINT"QQQQQQQ]]]]]]]]]]]]]]] D.ESTALL - SIGMASOFT"
80 PRINT"QQ■]]]]]]]]]]PRESS ■I■ FOR INSTRUCTIONS"
85 PRINT"Q]]]]]]]]]]OR ANY OTHER KEY TO PLAY"
90 GETA$:IFA$=""THEN90
92 DIMS(100),B(6):C=54272:POKE650,255:HI$="DYNAMO DAVE!":TP=10
95 SC=0:HI=100:Z=RND(-TI):POKEV,0:POKEV+1,0:POKEV+21,0:IFA$="I"THENGOSUB8000
100 PL=0:POKE53280,13:POKE53281,13:PRINT"♥■SCORE:■";SC;"■",,"■HIGH SCORE:■";HI
105 FORA=1064TO1103:POKEA,35:POKEA+54272,9:NEXT
110 FORA=1104TO1944STEP40:POKEA,35:POKEA+39,35:POKEA+54272,9:POKEA+54311,9:NEXT
115 FORA=1984TO2023:POKEA,35:POKEA+54272,9:NEXT
120 FORA=1117TO1957STEP40:POKEA,35:POKEA+13,35:POKEA+54272,9
125 POKEA+54285,9:NEXT:FORA=1TO3:POKE1117+40*INT(RND(1)*22),32
130 POKE1130+40*INT(RND(1)*22),32:NEXT:IFTP<40THEN135
131 FORA=1TO20
132 B=INT(RND(1)*880)+1104:IFPEEK(B)<>32ORB=1187THEN132
133 POKEB,35:POKEB+C,9:NEXT
135 FORA=0TO6
140 B=INT(RND(1)*880)+1104:IFPEEK(B)<>32ORB=1187THEN140
```



```
145 B(A)=B:POKEB,35:POKEB+C,8:NEXT:FORA=1TOTP+5
150 B=INT(RND(1)*880)+1104:IFPEEK(B)<>32ORB=1187THEN150
155 POKEB,36:POKEB+54272,2:NEXT:S=1:S(0)=1187:H=30:D=1:POKES(0),H:POKES(0)+C,5
157 GOSUB9000
160 GETK$:K=PEEK(56320):IFK$=""ANDK=128THEN185
165 IFK$="W"ORK=126THEND=-40:H=31:GOTO185
170 IFK$="X"ORK=125THEND=40:H=29:GOTO185
175 IFK$="A"ORK=123THEND=-1:H=28:GOTO185
180 IFK$="D"ORK=119THEND=1:H=30
185 IFS<5THENS=S+1:FORA=STO1STEP-1:S(A)=S(A-1):NEXT:S(0)=S(0)+D:GOTO190
187 POKES(S),32:FORA=STO1STEP-1:S(A)=S(A-1):NEXT:S(0)=S(0)+D
190 Z=PEEK(S(0)):IFZ=36THENGOSUB6000
195 POKES(1),27:POKES(1)+C,5:IFZ=35ORZ=27THEN7000
200 POKES(0),H:POKES(0)+C,5:M=0
205 Y=INT(RND(1)*7):IFRND(1)<.5AND(PEEK(B(Y)-1)=32ORPEEK(B(Y)-1)=27)THENM=-1
207 IFM<0THEN230
210 IFRND(1)<.5AND(PEEK(B(Y)+1)=32ORPEEK(B(Y)+1)=27)THENM=1:GOTO230
215 IFRND(1)<.5AND(PEEK(B(Y)+40)=32ORPEEK(B(Y)+40)=27)THENM=40:GOTO230
220 IFRND(1)<.5AND(PEEK(B(Y)-40)=32ORPEEK(B(Y)-40)=27)THENM=-40:GOTO230
225 GOTO160
230 X=0:IFPEEK(B(Y)+M)<>32THENX=1
235 POKEB(Y),32:B(Y)=B(Y)+M:POKEB(Y),35:POKEB(Y)+C,8:IFX=0THEN160
240 GOTO7000
4999 REM *** FINISHED SCREEN
5000 FORA=1TO3:FORB=0TO13:POKE53280,B:NEXTB,A:PRINT"▒";
5005 FORA=1TO24:PRINT"                                        ";
5010 NEXTA:PRINT"▒▒▒▒▒▒▒▒▒▒▒▒";
5015 FORA=1984TO2023:POKEA,32:NEXT
5020 PRINT"▒▒▒CONGRATULATIONS! YOU HAVE FINISHED"
5030 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒SCREEN▒";TP/10
5032 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒";TP;"▒BONUS POINTS!"
5035 PRINT"▒▒▒ $▒ GET READY FOR MORE PILL-POUNDING !▒ $"
5040 SC=SC+TP:TP=TP+10:FORA=1TO4000:NEXT:PRINT"▒";:A$="▒▒▒▒▒▒"
5045 FORA=1TO4:FORB=1TO6:PRINTMID$(A$,B,1);
5050 PRINT"                 HERE WE GO !                ";:NEXTB,A
5055 FORA=1984TO2023:POKEA,32:NEXT:FORA=1TO50:FORB=14TO13STEP-1:POKE53280,B
5060 NEXTB,A:GOTO100
5999 REM *** HIT SNAKE-SNACK
6000 FORA=1TO10:FORB=14TO13STEP-1:POKE53280,B:NEXTB,A:SC=SC+1:PL=PL+1:S=S+1
6005 PRINT"▒▒▒▒▒▒▒▒";SC:IFPL=TPTHEN5000
6010 RETURN
6999 REM *** HIT BLOCK OR WALL!
7000 FORA=1TO3:FORB=0TO13:POKE53280,B:NEXTB,A:PRINT"▒";:A$="▒▒▒▒▒"
```

BY DAVID ESTALL

The game Snakes is almost as old as the grand daddy of computer games — Space Invaders. Hundreds of variations of the game have been published by software companies and magazines, so it's not without good reason that we are printing David Estall's game — we think the screen shot speaks for itself.

The basic aim of the game is similar to most snake games. You must steer the snake around the screen picking up food while avoiding the walls, or running into your tail.

Your progress is made more difficult by the walls which span the screen, leaving you only a few small gaps to manoeuvre your beast through.

Another novel feature which David has added to the program is animated monsters — up to six creatures try to thwart the snake's efforts to feed himself.

Snaker runs on any 64 with one joystick.

RUNS ON A COMMODORE 64

```
7005 FORA=1TO4:FORB=1TO6:PRINTMID$(A$,B,1);
7010 PRINT"              GAME  OVER               ";:NEXTB,A:PRINT"█";
7015 FORA=1984TO2023:POKEA,32:NEXT
7020 FORL=CTOC+24:POKEL,0:NEXT:POKEC+5,33:POKEC+12,33:POKEC+19,33:POKEC+6,255
7025 POKEC+13,255:POKEC+20,255:POKEC+24,15:POKEC+4,33:POKEC+11,33:POKEC+18,33
7030 FORA=0TO2:FORB=8-ATO4-ASTEP-1:POKEC+1,B:POKEC+8,B:POKEC+15,B:POKEC,6
7035 FORW=1TO100:NEXTW,B,A:FORL=CTOC+24:POKEL,0:NEXT
7040 PRINT"██";:FORA=1TO23:PRINT"                                        ";
7045 NEXTA:PRINT"██████████████████OH BAD LUCK!"
7050 PRINT"YOU SEEM TO HAVE GOT YOURSELF SQUASHED !";
7055 PRINT"███████████YOU SCORED█";SC;"█POINTS"
7060 IFSC>HITHENGOSUB7100
7062 PRINT"█████THE HIGH SCORE IS█";HI;"█POINTS"
7064 PRINT"█████AND WAS SCORED BY █";HI$
7065 PRINT"███████PLEASE PRESS █Y█ TO PLAY AGAIN"
7070 PRINT"████████████████OR █N█ TO STOP :"
7075 GETA$:IFA$<>"Y"ANDA$<>"N"THEN7075
7080 IFA$="Y"THEN7150
7085 PRINT"█";:A$="█████":FORA=1TO4:FORB=1TO6:PRINTMID$(A$,B,1);
7090 PRINT"            OK, BYE THEN !            ";:NEXTB,A
7095 FORA=1984TO2023:POKEA,32:NEXT:FORA=1TO4000:NEXT:POKE53280,14
7098 POKE53281,6:PRINT"████END:":POKE53272,21:END
7100 PRINT"█GOOD GRIEF! YOU HAVE GOT THE HIGH SCORE!"
7105 PRINT"█PLEASE TYPE IN YOUR NAME FOR POSTERITY"
7110 INPUT"█████████████████************████████████████";HI$:PRINT
7115 HI$=MID$(HI$,3):IFLEN(HI$)>12THENHI$=LEFT$(HI$,12)
7117 IFLEN(HI$)=0THENHI$="SOMEONE":GOTO7125
7120 IFRIGHT$(HI$,1)="*"THENHI$=LEFT$(HI$,LEN(HI$)-1):GOTO7117
7125 HI=SC:RETURN
7150 PRINT"█";:A$="█████":SC=0:TP=10:GOTO5045
7666 END
7999 REM *** INSTRUCTIONS
8000 POKE53280,12:POKE53281,12
8005 PRINT"██$$$█ INSTRUCTIONS FOR PLAYING  █SNAKER█ $$$";
8010 PRINT"█#######################################"
8015 PRINT"█ IN THIS GAME, YOU HAVE TO MOVE A SNAKE"
8020 PRINT"█AROUND THE SCREEN, COLLECTING THE SNAKE-"
8025 PRINT"SNACKS, BUT TRYING TO AVOID TOUCHING"
8030 PRINT"█THE WALLS AND THE MOVING BLOCKS!"
8032 PRINT"█REMEMBER- DON'T BITE YOURSELF!"
8035 PRINT"█THE KEYS YOU USE ARE:"
8040 PRINT"██  W",,"OR YOU CAN PLUG"
8045 PRINT"█A $ D",,"A JOYTICK IN"
8050 PRINT"█  X",,"PORT TWO."
8055 PRINT"███  PLEASE PRESS ANY KEY TO PLAY █SNAKER█:"
8060 GETA$:IFA$=""THEN8060
8065 RETURN
8999 REM *** MUSIC FOR START OF GAME
9000 FORL=CTOC+24:POKEL,0:NEXT
9005 POKEC+3,8:POKEC+5,41:POKEC+6,89:POKEC+14,117:POKEC+18,16:POKEC+24,143
9010 FORA=0TO20:FR=SN(A,0):DR=SN(A,1)
9015 POKEC+4,65:FORT=1TODR*2:FQ=FR+PEEK(C+27)/2:HF=INT(FQ/256):LF=FQAND255
9020 POKEC,LF:POKEC+1,HF:NEXT:POKEC+4,64:NEXT:FORL=CTOC+24:POKEL,0:NEXT:RETURN
10000 REM *** DATA FOR CHAR'S AND
10005 REM *** SPRITES FOLLOW.....
10010 REM
10015 DATA60,66,153,161,161,153,66,60
10020 DATA126,255,255,255,255,255,255,126
10025 DATA30,63,79,255,255,79,63,30
10030 DATA126,255,255,255,219,90,60,24
10035 DATA120,252,242,255,255,242,252,120
10040 DATA24,60,90,219,255,255,255,126
10045 DATA255,129,169,149,169,149,129,255
10050 DATA0,60,126,114,78,126,60,0
10055 DATA3,255,190,13,85,65,58,170,129,85,85,85,170,170,193,213,255,170,106
10060 DATA128,28,53,112,8,15,254,20,0,0,0,0,0,0,0,0,0,0,0,128,127,248,192,14
10065 DATA172,176,1,86,111,255,170,53,85,86,26,170,172,13,85,88,3,255,224
10070 DATA9634,2,10207,2,9634,2,8583,2,9634,2,5407,4,9634,2,10207,2,9634,2
10075 DATA8583,2,9634,2,5103,4,9634,2,10207,2,9634,2,8583,2,9634,2,4817,6
10080 DATA10207,6,10207,6,10814,12
```

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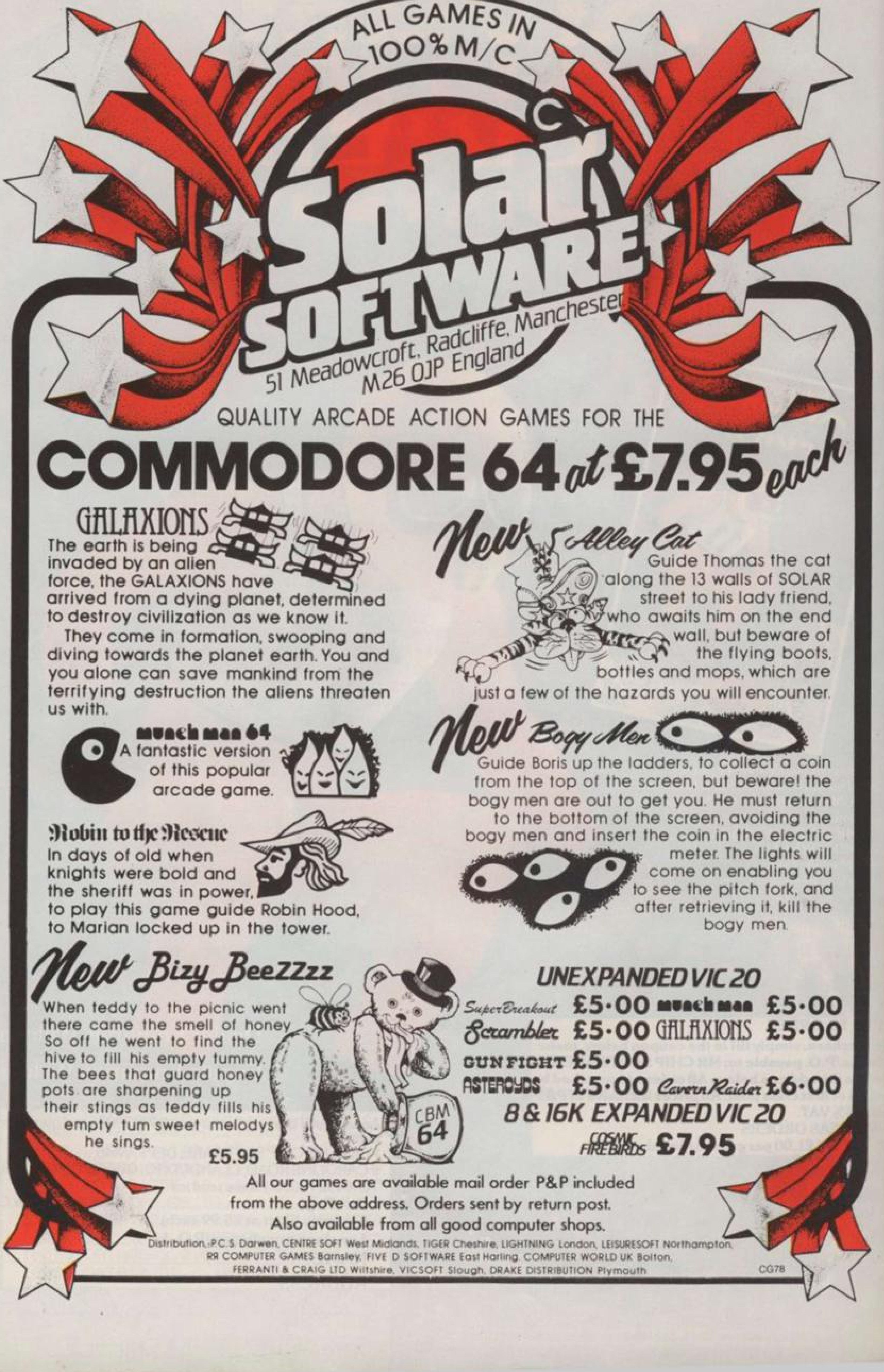

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GRAND PRIX

RUNS ON A BBC IN 32K

BY MARK WITHAM

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The Grand Prix is run over the course of the famous Monaco Circuit. You must overtake all the other competitors but avoid running into the grass verges which slow the car, giving the other racers a chance to ram you from behind.

```
  120 ONERRORRUN
  130 MODE7
  140 PRINTTAB(12,2)CHR$141CHR$1
34"GRAND PRIX";TAB(12,3)CHR$141C
HR$134"GRAND PRIX"
  150 PRINTTAB(2,15)CHR$131;"DO
YOU REQUIRE THE INSTRUCTIONS (Y/
N)"
  160 A$=GET$:IF A$<>"N" AND A$<
>"Y" THEN 160
  170 IF A$="N" THEN GOTO190
  180 CLS:PROCINST
  190 CLS:PRINTTAB(4,10);CHR$134
;"ENTER SKILL LEVEL (1-10)";:INP
UTSK:IF SK<1 OR SK>10 THEN 190

  200 SK=SK*2
  210 MODE4
  220 HT=0
  230 PL=99
  240 VDU23,240,0,63,127,127,127
,124,56,63,23,241,0,252,254,254,
254,62,28,252,23,242,47,47,47,47
,47,47,47,63,23,243,244,244,244,
244,244,244,244,252,23,244,63,12
0,124,126,127,63,15,0,23,245,252
,30,62,126,254,252,240,0
  250 *FX15
  260 TIME=0
  270 X1=16:Y1=28
  280 VDU23,225,56,56,56,56,56,5
6,56,56
  290 VDU19,1,0;0;19,0,6;0;
  300 VDU23;8202;0;0;0;:VDU23,22
4,255,255,255,255,255,255,255,25
5
  310 PROCINROAD
  320 X=12:Y=25
  330 REPEAT
  340 PRINTTAB(X);CHR$224;TAB(Y)
;CHR$224
  350 IF RND(SK)=INT(SK/2) THEN
PROCJAMCAR
  360 IF INKEY(-26) THEN PROCL
  370 IF INKEY(-122) THEN PROCR
  380 PRINTTAB(0,21);"P"'"O"'"S"
'"I"'"T"'"I"'"O"'"N";''PL
  390Q=FNreadch(X1,Y1)
  400 IF Q<>32 AND Q<>128 THEN S
OUND0,-5,100,15:HT=200:GOTO800
  410 IF Q=128 THEN HT=HT+5:X1=X
1+5:SOUND1,-10,23,3
  420 W=FNreadch(X1+1,Y1)
  430 IF W<>32 AND W<>128 THEN S
OUND0,-5,100,15:HT=200:GOTO800
```

```
  440 IF W=128 THEN HT=HT+5:X1=X
1-5:SOUND1,-10,23,3
  450 PRINTTAB(X1,Y1+2);CHR$244C
HR$245
  460 PRINTTAB(X1,Y1+1);CHR$242C
HR$243
  470  PRINTTAB(X1,Y1);CHR$240CH
R$241
  480 PRINTTAB(0,0);" "
  490 PRINTTAB(0,0)" "
  500 R=RND(3):IFR=3THENX=X+1:Y=
Y+1
  510 IFR=2THEN X=X-1:Y=Y-1
  520 IF X<1THEN X=1 :Y=15:ELSE
IF Y>39 THEN Y=39:X=25
  530 VDU11,11
  540 UNTIL TIME>1255* SK OR HT>
100:GOTO800
  550 DEF PROCL
  560 X1=X1-1
  570 ENDPROC
  580 DEFPROCR
  590 X1=X1+1
  600 ENDPROC
  610 DEF PROCJAMCAR
  620 PL=PL-1:IFPL<1THEN PL=1
  630 F=X+1+RND(8)
  640 A=FNreadch(F,3):IFA<>32THE
NENDPROC
  650 A=FNreadch(F+1,3):IFA<>32T
HENENDPROC
  660 PRINTTAB(F,1);CHR$240CHR$2
41
  670 PRINTTAB(F,2);CHR$242CHR$2
43
  680 PRINTTAB(F,3);CHR$244CHR$2
45
  690 ENDPROC
  700 DEFPROCINROAD:ED$=CHR$224+
STRING$(12," ")+CHR$224
  710 FORI=1TO30:PRINTTAB(12,I);
ED$:NEXT:ENDPROC
  720 DEF FNreadch(N,M)
```

Illustration John Davis

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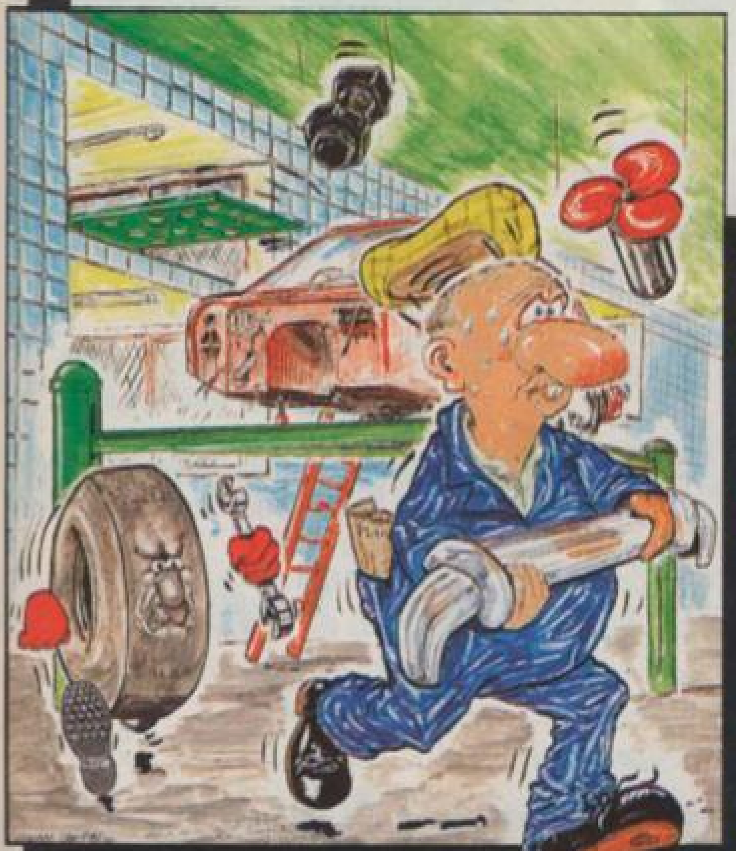
```
  730 LOCALA%,C
  740 VDU31,N,M
  750 A%=135
  760 C=USR(&FFF4)
  770 C=C AND &FFFF
  780 C=C DIV &100
  790 =C
  800 REM
  810 PRINTTAB(2,10);"RACE OVER"
  820 TIME=0:REPEATUNTILTIME=250
  830 IF HT>100 THEN 980
  840 MODE7
  850 VDU5
  860 PRINT''CHR$131CHR$141;"
      RACE RESULTS"
  870 PRINTCHR$131CHR$141;"
    RACE RESULTS"
  880 PRINT''
  890 IF PL>1 THEN PRINTCHR$129"
W I N N E R "CHR$133" NO. "RND(4
9)+1
  900 PRINT'''CHR$132"Y O U R  P
 O S I T I O N -";CHR$130;PL
  910 PRINT''''
  920 PRINTCHR$130;"PRESS"CHR$13
4;"'P'";CHR$130;"TO PLAY"
  930 PRINT''CHR$131;"PRESS"CHR$
133"'E'"CHR$131"TO END"
  940 A$=GET$
  950 IF A$="P" THEN 210
  960 IF A$="E" THEN PRINT:CLS:E
ND
  970 GOTO 940
  980 MODE7:VDU5:PRINT'''CHR$133
CHR$141"SORRY BUT YOU CRASHED YO
UR CAR"
  990 PRINTCHR$133CHR$141"SORRY
BUT YOU CRASHED YOUR CAR"
 1000 PRINT'''CHR$132"YOU WERE L
YING IN ";PL;" PLACE"
 1010 GOTO 910
 1020 DEF PROCINST
```

```
 1030 VDU23;8202;0;0;0;
 1040 PRINTTAB(12,2)CHR$141CHR$1
34"GRAND PRIX";TAB(12,3)CHR$141C
HR$134"GRAND PRIX"
 1050 PRINT'
 1060 VDU130;
 1070 READA$:IF A$="*"THEN 1120
 1080 IF A$="-" THEN PRINT:GOTO1
060
 1090 PRINTA$;
 1100 TIME=0:REPEATUNTILTIME=10
 1110 GOTO1070
 1120 A$=GET$:ENDPROC
 1130 DATAT,h,e ,r,a,c,e ,h,a,s
,j,u,s,t ,b,e,g,a,"n.",U,n,f,o,r
,t,u,n,a,t,e,l,y,-,y,o,u ,h,a,v,
e ,s,t,a,l,l,e,d ,y,o,u,r ,c,a,r
 ,a,n,d ,h,a,v,e,-,d,r,o,p,p,e,d
 ,d,o,w,n ,t,o ,l,a,s,t ,p,o,s,i
,t,i,o,"n."
 1140 DATA -,-,H,a,v,e ,y,o,u ,t
,h,e ,s,k,i,l,l ,r,e,q,u,i,r,e,d
 ,t,o,-,m,a,n,o,u,v,r,e ,y,o,u,r
 ,c,a,r ,a,r,o,u,n,d ,t,h,e ,c,i
,r,c,u,i,t,-,w,i,t,h,o,u,t ,c,r,
a,s,h,i,n,g ,i,n,t,o ,t,h,e ,o,t
,h,e,r,-,c,a,r,"s."
 1150 DATA -,-,T,h,e,r,e ,a,r,e
,T,E,N ,l,e,v,e,l,s ,o,f ,p,l,a,
"y.",-,-,l,e,v,e,l ,<1>      ,b,
e,i,n,g ,t,h,e ,h,a,r,d,e,s,t,-,
l,e,v,e,l ,<10>      ,b,e,i,n,g ,
t,h,e ,e,a,s,i,e,s,t
 1160 DATA -,-,T,o ,c,o,n,t,r,o,
l ,y,o,u,r ,c,a,r ,u,s,e ,t,h,e
,c,u,r,s,o,r,-,k,e,y,"s."
 1170 DATA -,"   PRESS ESCAPE TO
 RUN THE PROGRAM",-,"        PRE
SS ANY KEY TO PLAY"
 1180 DATA*
```

This week – it's
Wally Week!



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◄ 20049
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◄ 15017
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▲ 15009
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◄ 25054
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◄ 45031
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◄ 25021
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◄ 20050
Invaders for the 16K ZX81. Superb version of the classic arcade game.

▲ 40061
Centipede for the ORIC 1. Arcade action!

45021 ►
Up Periscope for the Dragon 32. Superb graphic arcade game with joystick option.

▲ 40059
Defence Force for the 48K ORIC 1. Fast moving arcade game.

45043 ►
Kriegspiel for the Dragon 32. Highly recommended simulation game.

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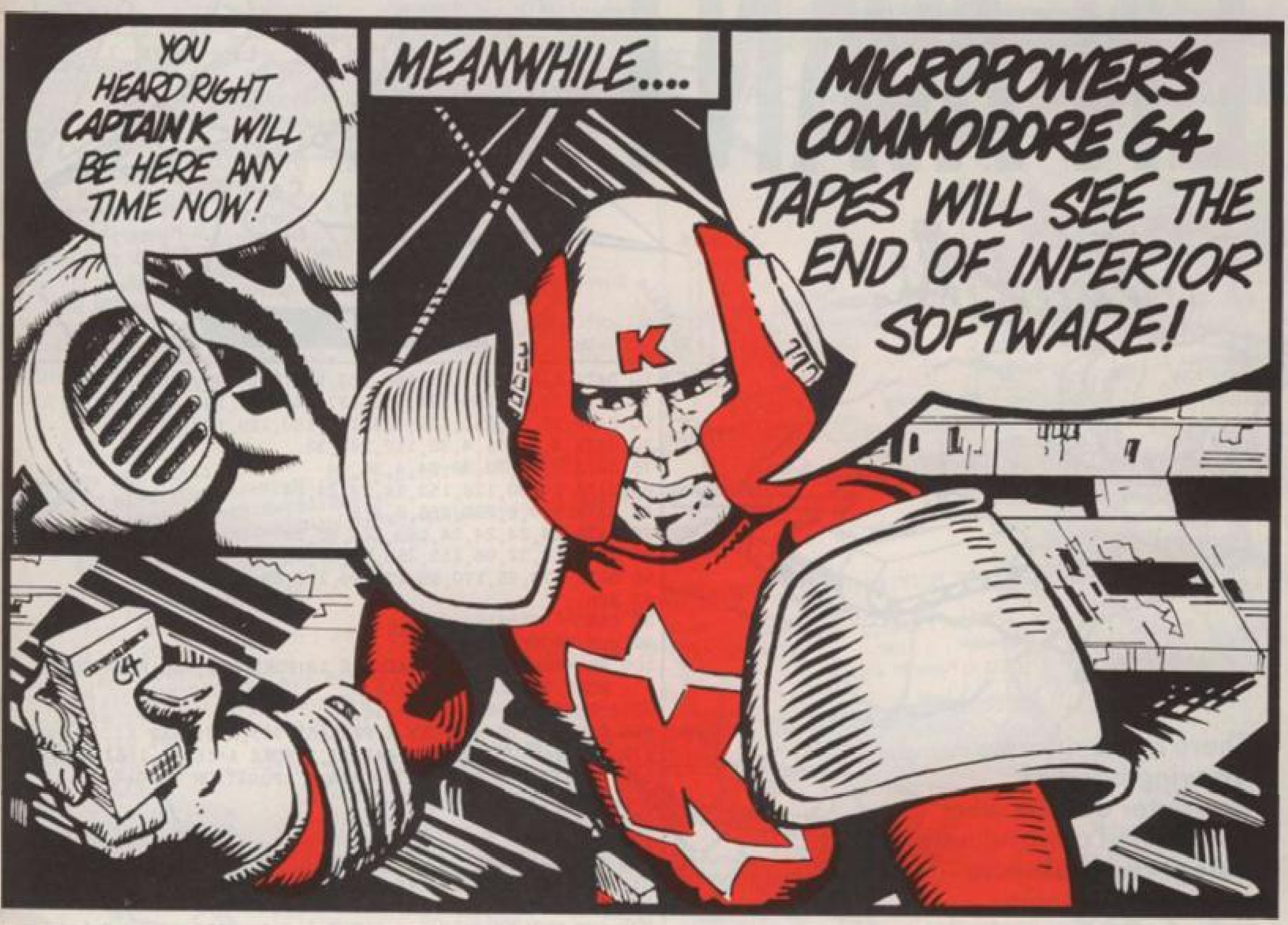
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K
K
C4

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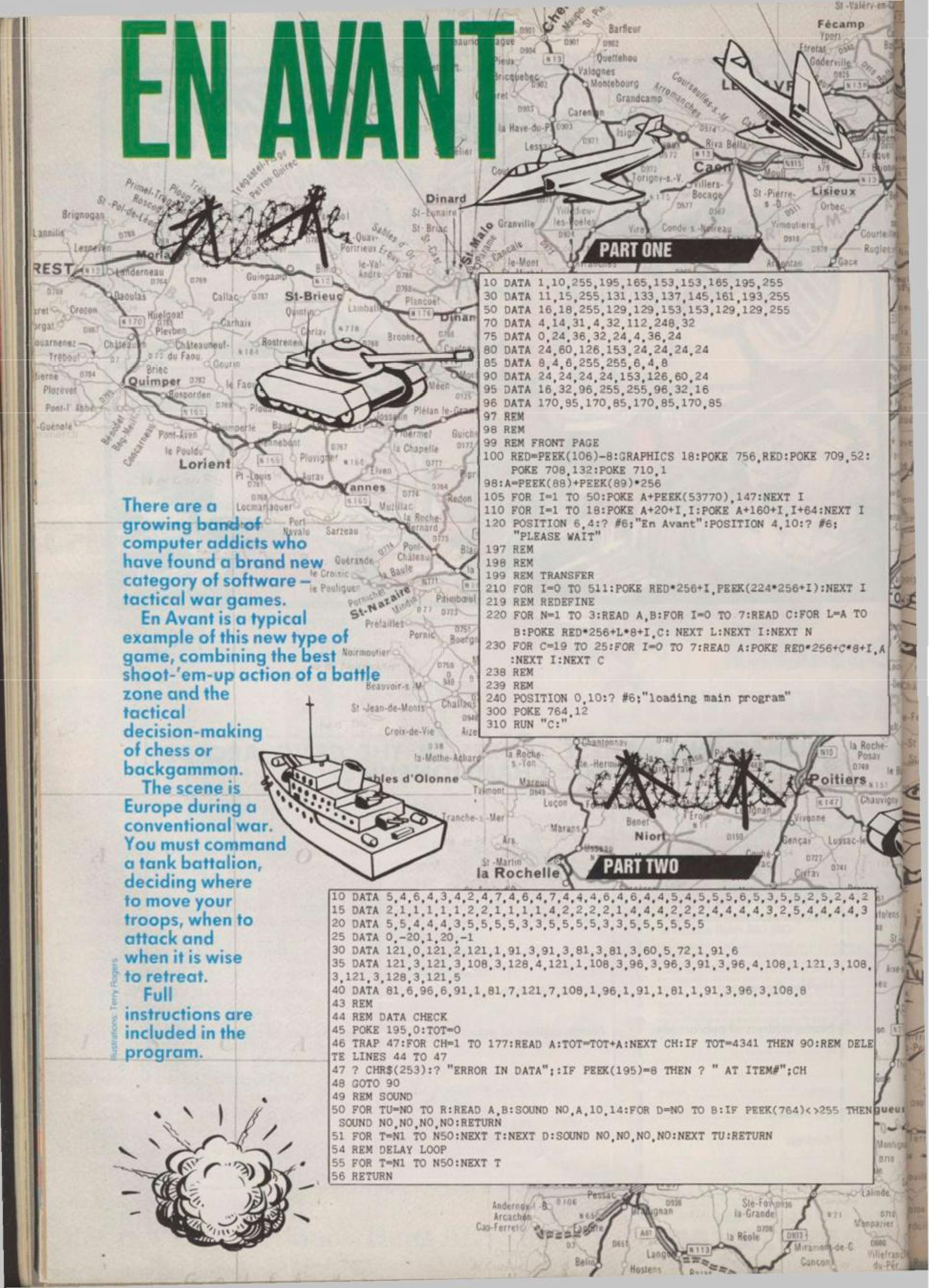
My high score is:	My high score is:	My high score is:
....	....	....
It was scored on:	It was scored on:	it was scored on:
....	....	....
(name of machine) The manager of the pub/arcade who witnessed my score is:	(name of machine) The manager of the pub/arcade who witnessed my score is:	(name of machine) The manager of the pub/arcade who witnessed my score is:
....	....	....
His/Her Signature	His/Her signature	His/Her signature
....	....	....
Name/address of pub/arcade:	Name/address of pub/arcade:	Name/address of pub/arcade:
....	....	....
....	....	....

My name is ....

Address ....

.... Telephone ....

EN AVANT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Cancale
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Brignogan
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Dinan
Quimper
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Redon
St-Nazaire
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Guérande
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Croix-de-Vie
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Pessac
la Réole

There are a growing band of computer addicts who have found a brand new category of software – tactical war games.

En Avant is a typical example of this new type of game, combining the best shoot-'em-up action of a battle zone and the tactical decision-making of chess or backgammon.

The scene is Europe during a conventional war. You must command a tank battalion, deciding where to move your troops, when to attack and when it is wise to retreat.

Full instructions are included in the program.

Illustrations: Terry Rogers

PART ONE

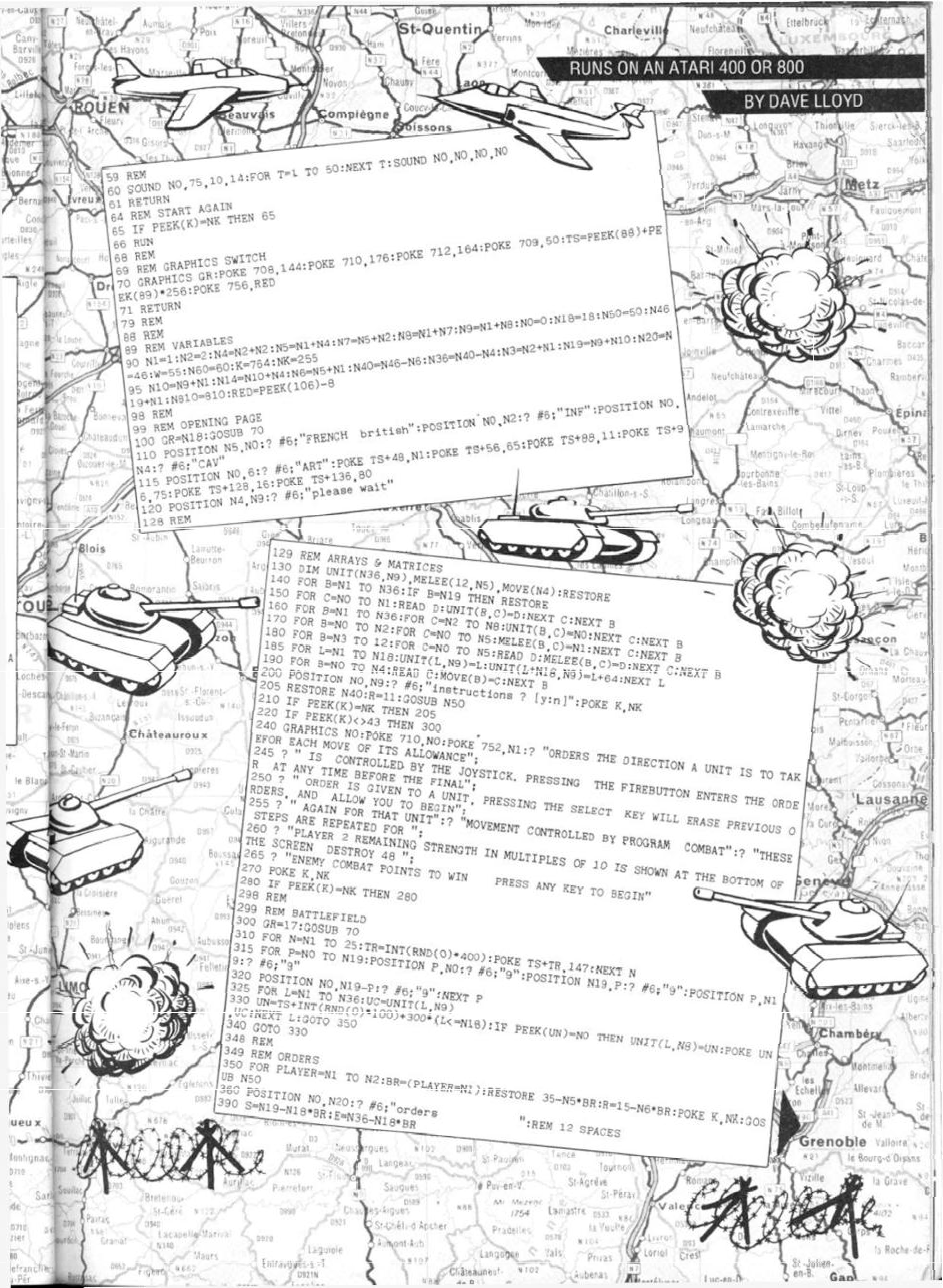
```
10 DATA 1,10,255,195,165,153,153,165,195,255
30 DATA 11,15,255,131,133,137,145,161,193,255
50 DATA 16,18,255,129,129,153,153,129,129,255
70 DATA 4,14,31,4,32,112,248,32
75 DATA 0,24,36,32,24,4,36,24
80 DATA 24,60,126,153,24,24,24,24
85 DATA 8,4,6,255,255,6,4,8
90 DATA 24,24,24,24,153,126,60,24
95 DATA 16,32,96,255,255,96,32,16
96 DATA 170,95,170,85,170,85,170,85
97 REM
98 REM
99 REM FRONT PAGE
100 RED=PEEK(106)-8:GRAPHICS 18:POKE 756,RED:POKE 709,52:
    POKE 708,132:POKE 710,1
98:A=PEEK(88)+PEEK(89)*256
105 FOR I=1 TO 50:POKE A+PEEK(53770),147:NEXT I
110 FOR I=1 TO 18:POKE A+20+I,I:POKE A+160+I,I+64:NEXT I
120 POSITION 6,4:? #6;"En Avant":POSITION 4,10:? #6;
    "PLEASE WAIT"
197 REM
198 REM
199 REM TRANSFER
210 FOR I=0 TO 511:POKE RED*256+I,PEEK(224*256+I):NEXT I
219 REM REDEFINE
220 FOR N=1 TO 3:READ A,B:FOR I=0 TO 7:READ C:FOR L=A TO
    B:POKE RED*256+L*8+I,C: NEXT L:NEXT I:NEXT N
230 FOR C=19 TO 25:FOR I=0 TO 7:READ A:POKE RED*256+C*8+I,A
    :NEXT I:NEXT C
238 REM
239 REM
240 POSITION 0,10:? #6;"loading main program"
300 POKE 764,12
310 RUN "C:"
```

PART TWO

```
10 DATA 5,4,6,4,3,4,2,4,7,4,6,4,7,4,4,4,6,4,6,4,4,5,4,5,5,5,6,5,3,5,5,2,5,2,4,2
15 DATA 2,1,1,1,1,1,2,2,1,1,1,1,4,2,2,2,2,1,4,4,4,2,2,2,4,4,4,4,3,2,5,4,4,4,4,3
20 DATA 5,5,4,4,4,3,5,5,5,5,3,3,5,5,5,5,3,3,5,5,5,5,5,5
25 DATA 0,-20,1,20,-1
30 DATA 121,0,121,2,121,1,91,3,91,3,81,3,81,3,60,5,72,1,91,6
35 DATA 121,3,121,3,108,3,128,4,121,1,108,3,96,3,96,3,91,3,96,4,108,1,121,3,108,
3,121,3,128,3,121,5
40 DATA 81,6,96,6,91,1,81,7,121,7,108,1,96,1,91,1,81,1,91,3,96,3,108,8
43 REM
44 REM DATA CHECK
45 POKE 195,0:TOT=0
46 TRAP 47:FOR CH=1 TO 177:READ A:TOT=TOT+A:NEXT CH:IF TOT=4341 THEN 90:REM DELE
TE LINES 44 TO 47
47 ? CHR$(253):? "ERROR IN DATA";:IF PEEK(195)=8 THEN ? " AT ITEM#";CH
48 GOTO 90
49 REM SOUND
50 FOR TU=NO TO R:READ A,B:SOUND NO,A,10,14:FOR D=NO TO B:IF PEEK(764)<>255 THEN
 SOUND NO,NO,NO,NO:RETURN
51 FOR T=N1 TO N50:NEXT T:NEXT D:SOUND NO,NO,NO,NO:NEXT TU:RETURN
54 REM DELAY LOOP
55 FOR T=N1 TO N50:NEXT T
56 RETURN
```

RUNS ON AN ATARI 400 OR 800

BY DAVE LLOYD



```
                                  FOR T=1 TO 50:NEXT T:SOUND NO,NO,NO,NO
59 REM
60 SOUND NO,75,10,14:FOR T=1 TO 50:NEXT T:SOUND NO,NO,NO,NO
61 RETURN
64 REM START AGAIN
65 IF PEEK(K)=NK THEN 65
66 RUN
68 REM
69 REM GRAPHICS SWITCH
70 GRAPHICS GR:POKE 708,144:POKE 710,176:POKE 712,164:POKE 709,50:TS=PEEK(88)+PE
EK(89)*256:POKE 756,RED
71 RETURN
79 REM
88 REM
89 REM VARIABLES
90 N1=1:N2=2:N4=N2+N2:N5=N1+N4:N7=N5+N2:N8=N1+N7:N9=N1+N8:NO=0:N18=18:N50=50:N46
=46:W=55:N60=60:K=764:NK=255
95 N10=N9+N1:N14=N10+N4:N6=N5+N1:N40=N46-N6:N36=N40-N4:N3=N2+N1:N19=N9+N10:N20=N
19+N1:N810=810:RED=PEEK(106)-8
98 REM
99 REM OPENING PAGE
100 GR=N18:GOSUB 70
110 POSITION N5,NO:? #6;"FRENCH  british":POSITION NO,N2:? #6;"INF":POSITION NO,
N4:? #6;"CAV"
115 POSITION NO,6:? #6;"ART":POKE TS+48,N1:POKE TS+56,65:POKE TS+88,11:POKE TS+9
6,75:POKE TS+128,16:POKE TS+136,80
120 POSITION N4,N9:? #6;"please wait"
128 REM
```

```
129 REM ARRAYS & MATRICES
130 DIM UNIT(N36,N9),MELEE(12,N5),MOVE(N4):RESTORE
140 FOR B=N1 TO N36:IF B=N19 THEN RESTORE
150 FOR C=NO TO N1:READ D:UNIT(B,C)=D:NEXT C:NEXT B
160 FOR B=N1 TO N36:FOR C=N2 TO N8:UNIT(B,C)=NO:NEXT C:NEXT B
170 FOR B=NO TO N2:FOR C=NO TO N5:MELEE(B,C)=N1:NEXT C:NEXT B
180 FOR B=N3 TO 12:FOR C=NO TO N5:READ D:MELEE(B,C)=D:NEXT C:NEXT B
185 FOR L=N1 TO N18:UNIT(L,N9)=L:UNIT(L+N18,N9)=L+64:NEXT L
190 FOR B=NO TO N4:READ C:MOVE(B)=C:NEXT B
200 POSITION NO,N9:? #6;"instructions ? [y:n]":POKE K,NK
205 RESTORE N40:R=11:GOSUB N50
210 IF PEEK(K)=NK THEN 205
220 IF PEEK(K)<>43 THEN 300
240 GRAPHICS NO:POKE 710,NO:POKE 752,N1:? "ORDERS THE DIRECTION A UNIT IS TO TAK
EFOR EACH MOVE OF ITS ALLOWANCE";
245 ? " IS  CONTROLLED BY THE JOYSTICK. PRESSING  THE FIREBUTTON ENTERS THE ORDE
R  AT ANY TIME BEFORE THE FINAL";
250 ? " ORDER IS GIVEN TO A UNIT. PRESSING THE SELECT  KEY WILL ERASE PREVIOUS O
RDERS, AND  ALLOW YOU TO BEGIN";
255 ? " AGAIN FOR THAT UNIT":? "MOVEMENT CONTROLLED BY PROGRAM  COMBAT":? "THESE
 STEPS ARE REPEATED FOR ";
260 ? "PLAYER 2 REMAINING STRENGTH IN MULTIPLES OF 10 IS SHOWN AT THE BOTTOM OF
THE SCREEN  DESTROY 48 ";
265 ? "ENEMY COMBAT POINTS TO WIN    PRESS ANY KEY TO BEGIN"
270 POKE K,NK
280 IF PEEK(K)=NK THEN 280
298 REM
299 REM BATTLEFIELD
300 GR=17:GOSUB 70
310 FOR N=N1 TO 25:TR=INT(RND(0)*400):POKE TS+TR,147:NEXT N
315 FOR P=NO TO N19:POSITION P,NO:? #6;"9":POSITION N19,P:? #6;"9":POSITION P,N1
9:? #6;"9"
320 POSITION NO,N19-P:? #6;"9":NEXT P
325 FOR L=N1 TO N36:UC=UNIT(L,N9)
330 UN=TS+INT(RND(0)*100)+300*(L<=N18):IF PEEK(UN)=NO THEN UNIT(L,N8)=UN:POKE UN
,UC:NEXT L:GOTO 350
340 GOTO 330
348 REM
349 REM ORDERS
350 FOR PLAYER=N1 TO N2:BR=(PLAYER=N1):RESTORE 35-N5*BR:R=15-N6*BR:POKE K,NK:GOS
UB N50
360 POSITION NO,N20:? #6;"orders            ":REM 12 SPACES
390 S=N19-N18*BR:E=N36-N18*BR
```

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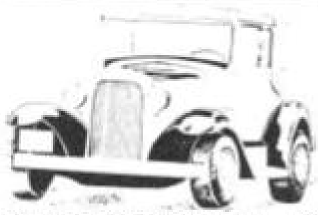

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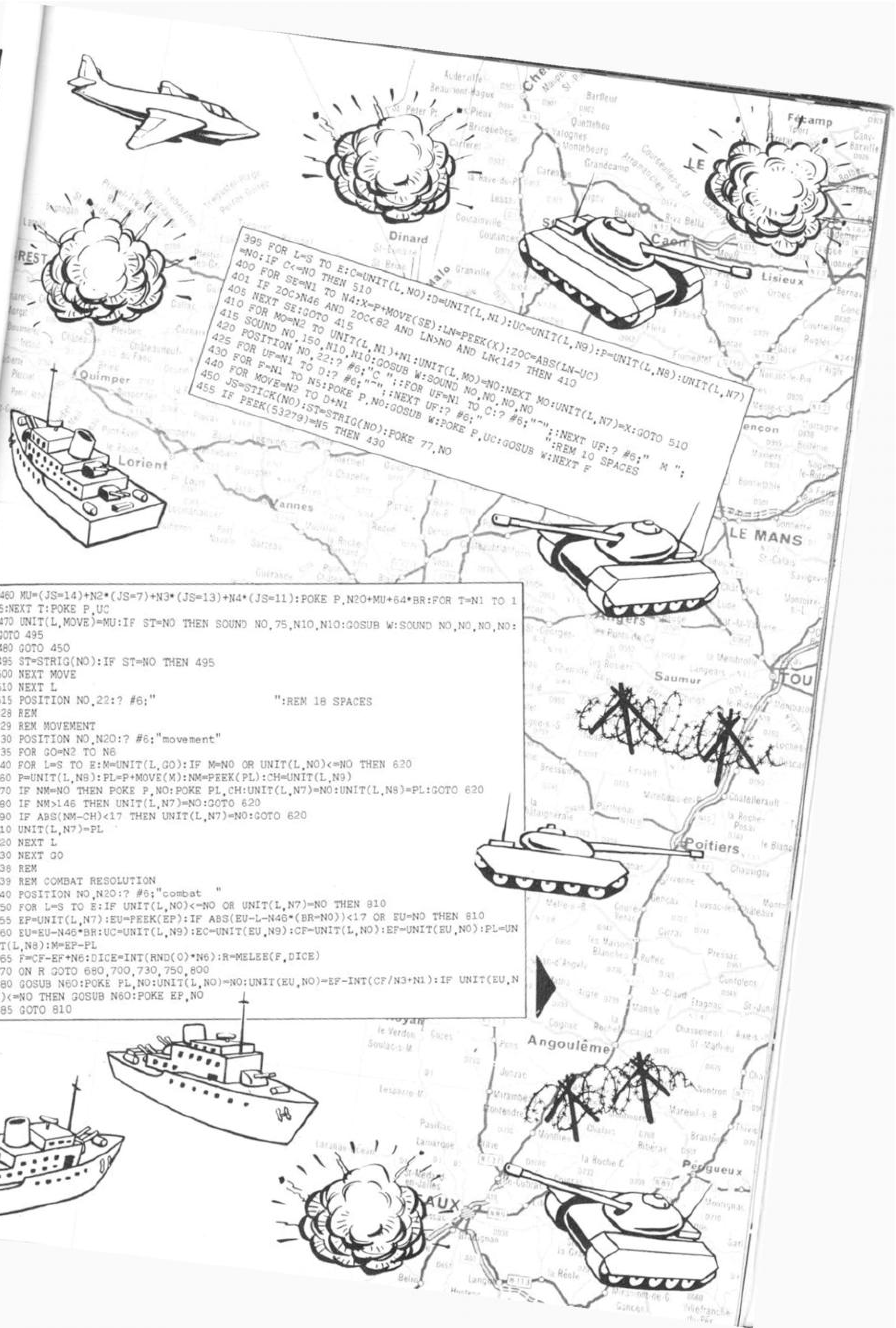
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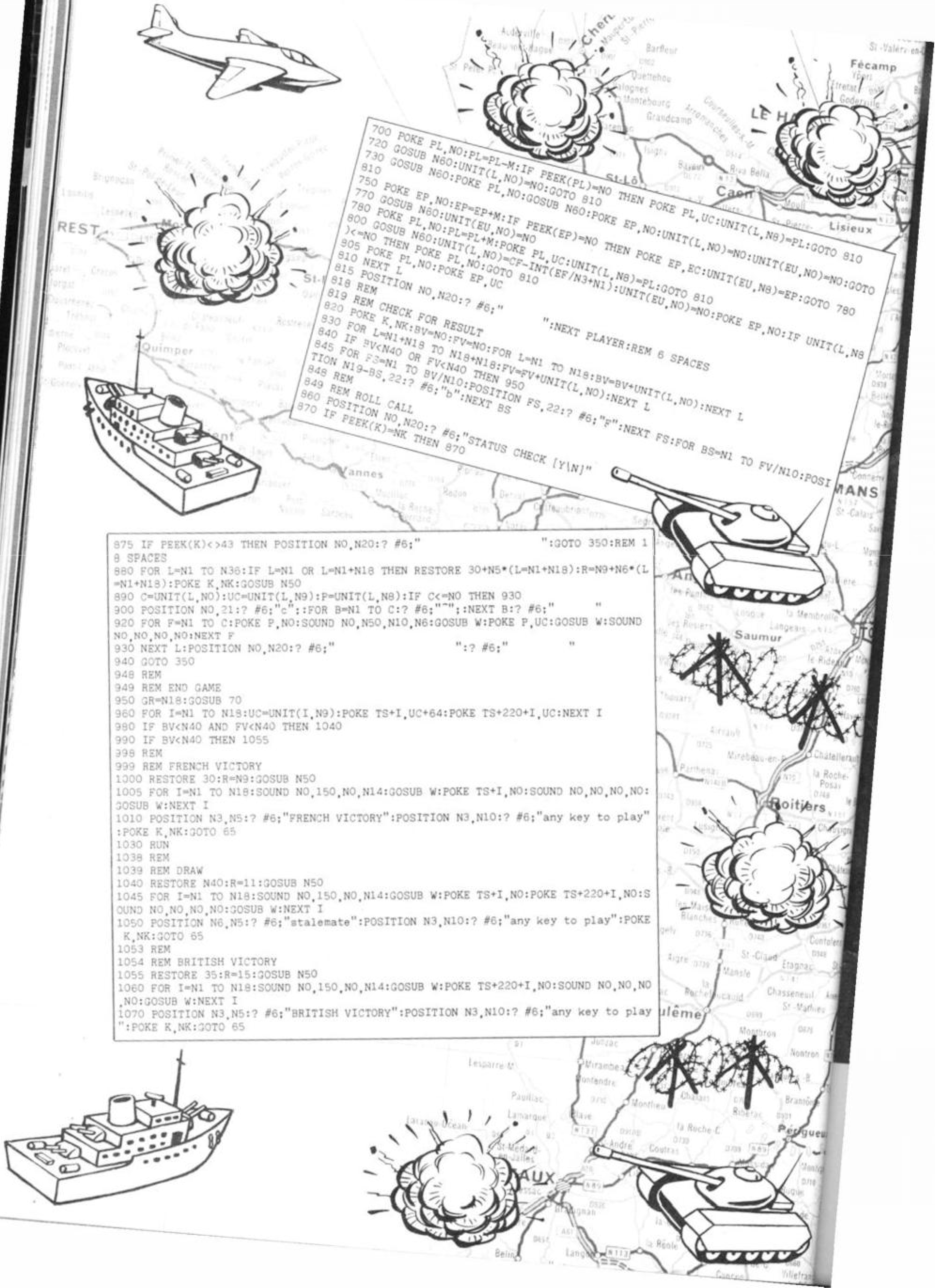
```
395 FOR L=S TO E:C=UNIT(L,NO):D=UNIT(L,N1):UC=UNIT(L,N9):P=UNIT(L,N8):UNIT(L,N7)
=NO:IF C<=NO THEN 510
400 FOR SE=N1 TO N4:X=P+MOVE(SE):LN=PEEK(X):ZOC=ABS(LN-UC)
401 IF ZOC>N46 AND ZOC<82 AND LN>NO AND LN<147 THEN 410
405 NEXT SE:GOTO 415
410 FOR MO=N2 TO UNIT(L,N1)+N1:UNIT(L,MO)=NO:NEXT MO:UNIT(L,N7)=X:GOTO 510
415 SOUND NO,150,N10,N10:GOSUB W:SOUND NO,NO,NO,NO
420 POSITION NO,22:? #6;"C ";:FOR UF=N1 TO C:? #6;"~";:NEXT UF:? #6;"  M ";
425 FOR UF=N1 TO D:? #6;"~";:NEXT UF:? #6;"          ":REM 10 SPACES
430 FOR F=N1 TO N5:POKE P,NO:GOSUB W:POKE P,UC:GOSUB W:NEXT F
440 FOR MOVE=N2 TO D+N1
450 JS=STICK(NO):ST=STRIG(NO):POKE 77,NO
455 IF PEEK(53279)=N5 THEN 430
```

```
460 MU=(JS=14)+N2*(JS=7)+N3*(JS=13)+N4*(JS=11):POKE P,N20+MU+64*BR:FOR T=N1 TO 1
5:NEXT T:POKE P,UC
470 UNIT(L,MOVE)=MU:IF ST=NO THEN SOUND NO,75,N10,N10:GOSUB W:SOUND NO,NO,NO,NO:
GOTO 495
480 GOTO 450
495 ST=STRIG(NO):IF ST=NO THEN 495
500 NEXT MOVE
510 NEXT L
515 POSITION NO,22:? #6;"                  ":REM 18 SPACES
528 REM
529 REM MOVEMENT
530 POSITION NO,N20:? #6;"movement"
535 FOR GO=N2 TO N6
540 FOR L=S TO E:M=UNIT(L,GO):IF M=NO OR UNIT(L,NO)<=NO THEN 620
560 P=UNIT(L,N8):PL=P+MOVE(M):NM=PEEK(PL):CH=UNIT(L,N9)
570 IF NM=NO THEN POKE P,NO:POKE PL,CH:UNIT(L,N7)=NO:UNIT(L,N8)=PL:GOTO 620
580 IF NM>146 THEN UNIT(L,N7)=NO:GOTO 620
590 IF ABS(NM-CH)<17 THEN UNIT(L,N7)=NO:GOTO 620
610 UNIT(L,N7)=PL
620 NEXT L
630 NEXT GO
638 REM
639 REM COMBAT RESOLUTION
640 POSITION NO,N20:? #6;"combat  "
650 FOR L=S TO E:IF UNIT(L,NO)<=NO OR UNIT(L,N7)=NO THEN 810
655 EP=UNIT(L,N7):EU=PEEK(EP):IF ABS(EU-L-N46*(BR=NO))<17 OR EU=NO THEN 810
660 EU=EU-N46*BR:UC=UNIT(L,N9):EC=UNIT(EU,N9):CF=UNIT(L,NO):EF=UNIT(EU,NO):PL=UN
IT(L,N8):M=EP-PL
665 F=CF-EF+N6:DICE=INT(RND(0)*N6):R=MELEE(F,DICE)
670 ON R GOTO 680,700,730,750,800
680 GOSUB N60:POKE PL,NO:UNIT(L,NO)=NO:UNIT(EU,NO)=EF-INT(CF/N3+N1):IF UNIT(EU,N
0)<=NO THEN GOSUB N60:POKE EP,NO
685 GOTO 810
```



```
700 POKE PL,NO:PL=PL-M:IF PEEK(PL)=NO THEN POKE PL,UC:UNIT(L,N8)=PL:GOTO 810
720 GOSUB N60:UNIT(L,NO)=NO:GOTO 810
730 GOSUB N60:POKE PL,NO:GOSUB N60:POKE EP,NO:UNIT(L,NO)=NO:UNIT(EU,NO)=NO:GOTO
810
750 POKE EP,NO:EP=EP+M:IF PEEK(EP)=NO THEN POKE EP,EC:UNIT(EU,N8)=EP:GOTO 780
770 GOSUB N60:UNIT(EU,NO)=NO
780 POKE PL,NO:PL=PL+M:POKE PL,UC:UNIT(L,N8)=PL:GOTO 810
800 GOSUB N60:UNIT(L,NO)=CF-INT(EF/N3+N1):UNIT(EU,NO)=NO:POKE EP,NO:IF UNIT(L,N8
)<=NO THEN POKE PL,NO:GOTO 810
805 POKE PL,NO:POKE EP,UC
810 NEXT L
815 POSITION NO,N20:? #6;"                    ":NEXT PLAYER:REM 6 SPACES
818 REM
819 REM CHECK FOR RESULT
820 POKE K,NK:BV=NO:FV=NO:FOR L=N1 TO N18:BV=BV+UNIT(L,NO):NEXT L
830 FOR L=N1+N18 TO N18+N18:FV=FV+UNIT(L,NO):NEXT L
840 IF BV<N40 OR FV<N40 THEN 950
845 FOR FS=N1 TO BV/N10:POSITION FS,22:? #6;"F":NEXT FS:FOR BS=N1 TO FV/N10:POSI
TION N19-BS,22:? #6;"b":NEXT BS
848 REM
849 REM ROLL CALL
860 POSITION NO,N20:? #6;"STATUS CHECK [Y\N]"
870 IF PEEK(K)=NK THEN 870
```

```
875 IF PEEK(K)<>43 THEN POSITION NO,N20:? #6;"                  ":GOTO 350:REM 1
8 SPACES
880 FOR L=N1 TO N36:IF L=N1 OR L=N1+N18 THEN RESTORE 30+N5*(L=N1+N18):R=N9+N6*(L
=N1+N18):POKE K,NK:GOSUB N50
890 C=UNIT(L,NO):UC=UNIT(L,N9):P=UNIT(L,N8):IF C<=NO THEN 930
900 POSITION NO,21:? #6;"c";:FOR B=N1 TO C:? #6;"¯";:NEXT B:? #6;"     "
920 FOR F=N1 TO C:POKE P,NO:SOUND NO,N50,N10,N6:GOSUB W:POKE P,UC:GOSUB W:SOUND
NO,NO,NO,NO:NEXT F
930 NEXT L:POSITION NO,N20:? #6;"                  ":? #6;"       "
940 GOTO 350
948 REM
949 REM END GAME
950 GR=N18:GOSUB 70
960 FOR I=N1 TO N18:UC=UNIT(I,N9):POKE TS+I,UC+64:POKE TS+220+I,UC:NEXT I
980 IF BV<N40 AND FV<N40 THEN 1040
990 IF BV<N40 THEN 1055
998 REM
999 REM FRENCH VICTORY
1000 RESTORE 30:R=N9:GOSUB N50
1005 FOR I=N1 TO N18:SOUND NO,150,NO,N14:GOSUB W:POKE TS+I,NO:SOUND NO,NO,NO,NO:
GOSUB W:NEXT I
1010 POSITION N3,N5:? #6;"FRENCH VICTORY":POSITION N3,N10:? #6;"any key to play"
:POKE K,NK:GOTO 65
1030 RUN
1038 REM
1039 REM DRAW
1040 RESTORE N40:R=11:GOSUB N50
1045 FOR I=N1 TO N18:SOUND NO,150,NO,N14:GOSUB W:POKE TS+I,NO:POKE TS+220+I,NO:S
OUND NO,NO,NO,NO:GOSUB W:NEXT I
1050 POSITION N6,N5:? #6;"stalemate":POSITION N3,N10:? #6;"any key to play":POKE
 K,NK:GOTO 65
1053 REM
1054 REM BRITISH VICTORY
1055 RESTORE 35:R=15:GOSUB N50
1060 FOR I=N1 TO N18:SOUND NO,150,NO,N14:GOSUB W:POKE TS+220+I,NO:SOUND NO,NO,NO
,NO:GOSUB W:NEXT I
1070 POSITION N3,N5:? #6;"BRITISH VICTORY":POSITION N3,N10:? #6;"any key to play
":POKE K,NK:GOTO 65
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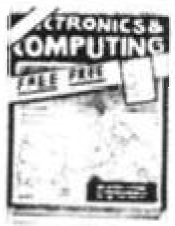
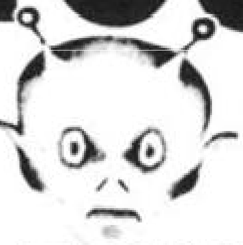
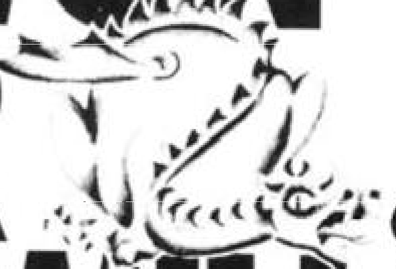
IN  YOU WON'T
FIND  OR .
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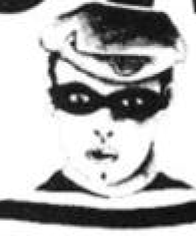
TO PREVENT ,
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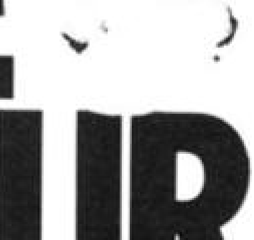
TO THE 
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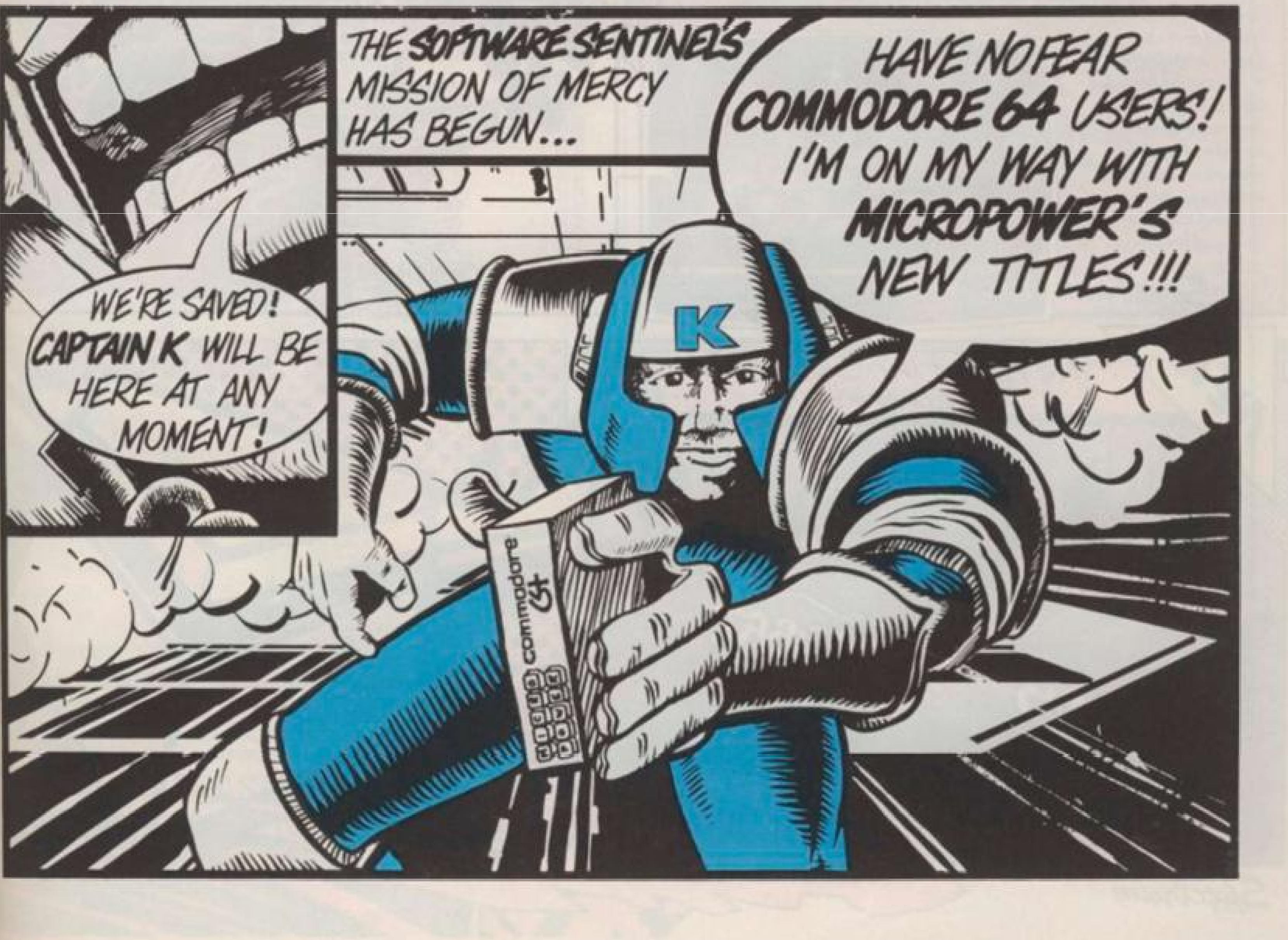
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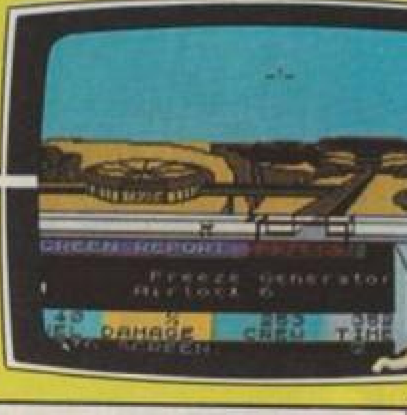
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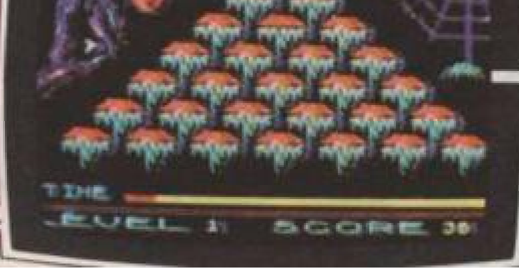
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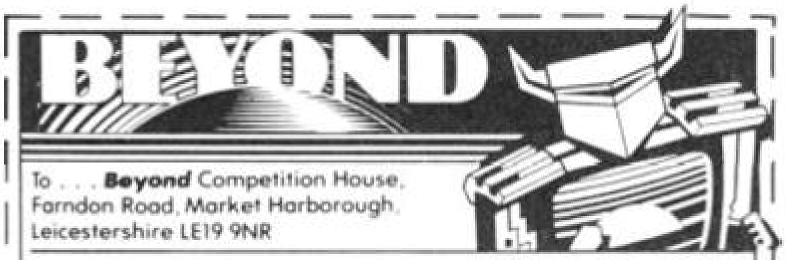

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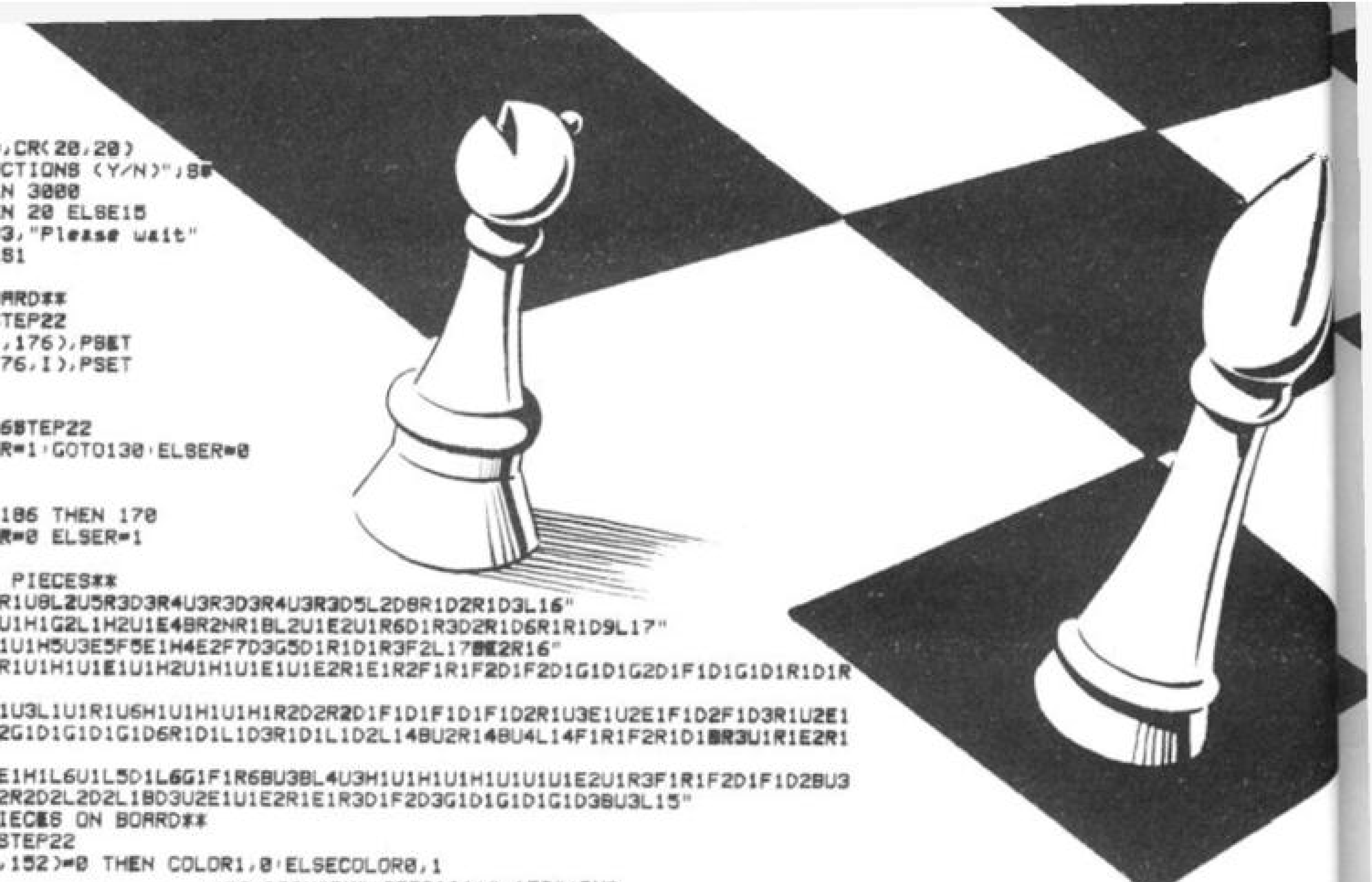


CHESS

```
10 DIMPC(20,20),CR(20,20)
15 INPUT"INSTRUCTIONS (Y/N)";S$
16 IF S$="Y"THEN 3000
17 IF S$="N"THEN 20 ELSE15
20 CLS:PRINT@233,"Please wait"
30 PMODE4,1:PCLS1
40 COLOR0,1
49 REM**DRAW BOARD**
50 FORI=0TO176STEP22
60 LINE(I,0)-(I,176),PSET
70 LINE(0,I)-(176,I),PSET
80 NEXTI
90 J=10
100 FORI=10TO166STEP22
110 IFR=0 THEN R=1:GOTO130:ELSER=0
120 PAINT(I,J)
130 NEXTI
140 J=J+22:IFJ=186 THEN 170
150 IFR=1 THEN R=0 ELSER=1
160 GOTO100
169 REM**SET UP PIECES**
170 RK$="U3R1U2R1U8L2U5R3D3R4U3R3D3R4U3R3D5L2D8R1D2R1D3L16"
180 KN$="E3U1E3U1H1G2L1H2U1E4BR2NR1BL2U1E2U1R6D1R3D2R1D6R1R1D9L17"
190 B$="E2R3U1R1U1H5U3E5F5E1H4E2F7D3G5D1R1D1R3F2L17BE2R16"
200 PN$="E2R3U1R1U1H1U1E1U1H2U1H1U1E1U1E2R1E1R2F1R1F2D1F2D1G1D1G2D1F1D1G1D1R1D1R
3F2L19"
210 Q$="U2L1U1R1U3L1U1R1U6H1U1H1U1H1R2D2R2D1F1D1F1D1F1D2R1U3E1U2E1F1D2F1D3R1U2E1
U1E1U1E1U1R2U2R2G1D1G1D1G1D6R1D1L1D3R1D1L1D2L14BU2R14BU4L14F1R1F2R1D1BR3U1R1E2R1
E1"
220 KG$="R5U1R6E1H1L6U1L5D1L6G1F1R6BU3BL4U3H1U1H1U1H1U1U1U1E2U1R3F1R1F2D1F1D2BU3
L1U2L2U2R2U2R2D2R2D2L2D2L1BD3U2E1U1E2R1E1R3D1F2D3G1D1G1D1G1D3BU3L15"
229 REM**DRAW PIECES ON BOARD**
230 FORI=2TO156STEP22
240 IF PPOINT(I,152)=0 THEN COLOR1,0:ELSECOLOR0,1
250 DRAW"BM"+STR$(I)+",152"+PN$
260 PAINT(I+10,142),1,1
270 NEXTI
280 DRAW"BM2,174"+RK$
290 PAINT(12,164),1,1
300 COLOR0,1
310 DRAW"BM156,174"+RK$
320 DRAW"BM112,174"+B$
330 COLOR1,0
340 DRAW"BM46,174"+B$:PAINT(56,164),1,1
350 DRAW"BM134,174"+KN$
360 PAINT(144,164),1,1
370 PSET(140,160,0)
380 COLOR0,1:DRAW"BM24,174"+KN$
390 DRAW"BM70,174"+Q$
400 COLOR1,0:DRAW"BM96,175"+KG$:PAINT(106,160),1,1:DRAW"BR7BU5C0U2NH2NE2"
410 FORI=1TO155STEP22
420 GET(I,133)-(I+20,153),PC,G
430 PUT(I,23)-(I+20,43),PC,PRESET
440 GET(I,155)-(I+20,175),PC,G
450 PUT(I,1)-(I+20,21),PC,PRESET
460 NEXTI
469 REM**STORE PIECES**
470 FORI=1TO8
480 READP:C(1,1)=P:C(I,2)=1
490 FORJ=3TO6:C(I,J)=0:NEXTJ
500 READ PP:C(I,7)=7:C(I,8)=PP
510 NEXTI
520 X=88:Y=88
530 GET(1,45)-(21,65),CR,G
540 SCREEN1,0
545 I$=INKEY$:IFI$=""THEN590
549 REM**MOVE CURSOR**
550 IFI$=CHR$(94) THEN Y=Y-22:IFY<=0 THENY=0
560 IFI$=CHR$(10) THENY=Y+22:IFY>=154THENY=154
570 IFI$=CHR$(8) THEN X=X-22:IFX<=0 THEN X=0
580 IFI$=CHR$(9) THEN X=X+22:IFX>=154 THEN X=154
590 GET(X+1,Y+1)-(X+21,Y+21),PC,G
600 PUT(X+1,Y+1)-(X+21,Y+21),PC,PRESET:PUT(X+1,Y+1)-(X+21,Y+21),PC,PSET
610 IFPEEK(345)=223 THEN GOSUB650
620 IFC(PX,PY)=1 AND PY=8 THEN GOSUN1140
630 IFC(PX,PY)=7 AND PY=1 THEN GOSUB1220
640 GOTO545
649 REM**FINDS PIECE TO BE MOVED**
650 IFRT=1 THEN RT=0:GOTO740
660 IFX<>0 THEN CX=X/22+1ELSECX=1
670 IFY<>0 THEN CY=Y/22+1ELSECY=1
680 SOUND200,1
690 GET(X+1,Y+1)-(X+21,Y+21),PC,G
700 IF PPOINT(X+1,Y+1)=1 THEN PUT(X+1,Y+1)-(X+21,Y+21),CR,PSET:ELSEPUT(X+1,Y+1)-
(X+21,Y+21),CR,PRESET
710 PUT(200,0)-(220,20),PC,PSET
720 RT=1
730 RETURN
739 REM**MOVE PIECE TO NEW POSITION**
740 COLOR0,1:DRAW"BM"+STR$(X+2)+","+STR$(Y+20)
750 IFC(CX,CY)=0 THEN SOUND20,1:IFPPOINT(X+1,Y+1)=1 THENPUT(X+1,Y+1)-(X+21,Y+21)
,CR,PSET:GOTO910:ELSEPUT(X+1,Y+1)-(X+21,Y+21),CR,PRESET:GOTO910
760 IFPPOINT(X+1,Y+1)=0 THEN990
770 PUT(X+1,Y+1)-(X+21,Y+21),CR,PSET
780 ONC(CX,CY)GOTO790,800,810,820,830,840,850,860,870,880,890,900
790 DRAWPN$:PAINT(X+10,Y+10),0,0:GOTO910
800 DRAWB$:PAINT(X+10,Y+10),0,0:GOTO910
810 DRAWKN$:PAINT(X+10,Y+10),0,0:PSET(X+8,Y+6,1):GOTO910
820 DRAWRK$:PAINT(X+10,Y+10),0,0:GOTO910
```

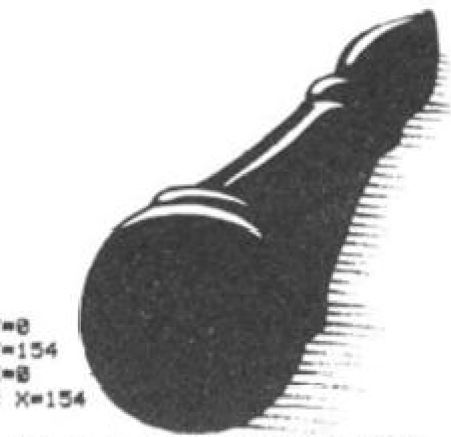
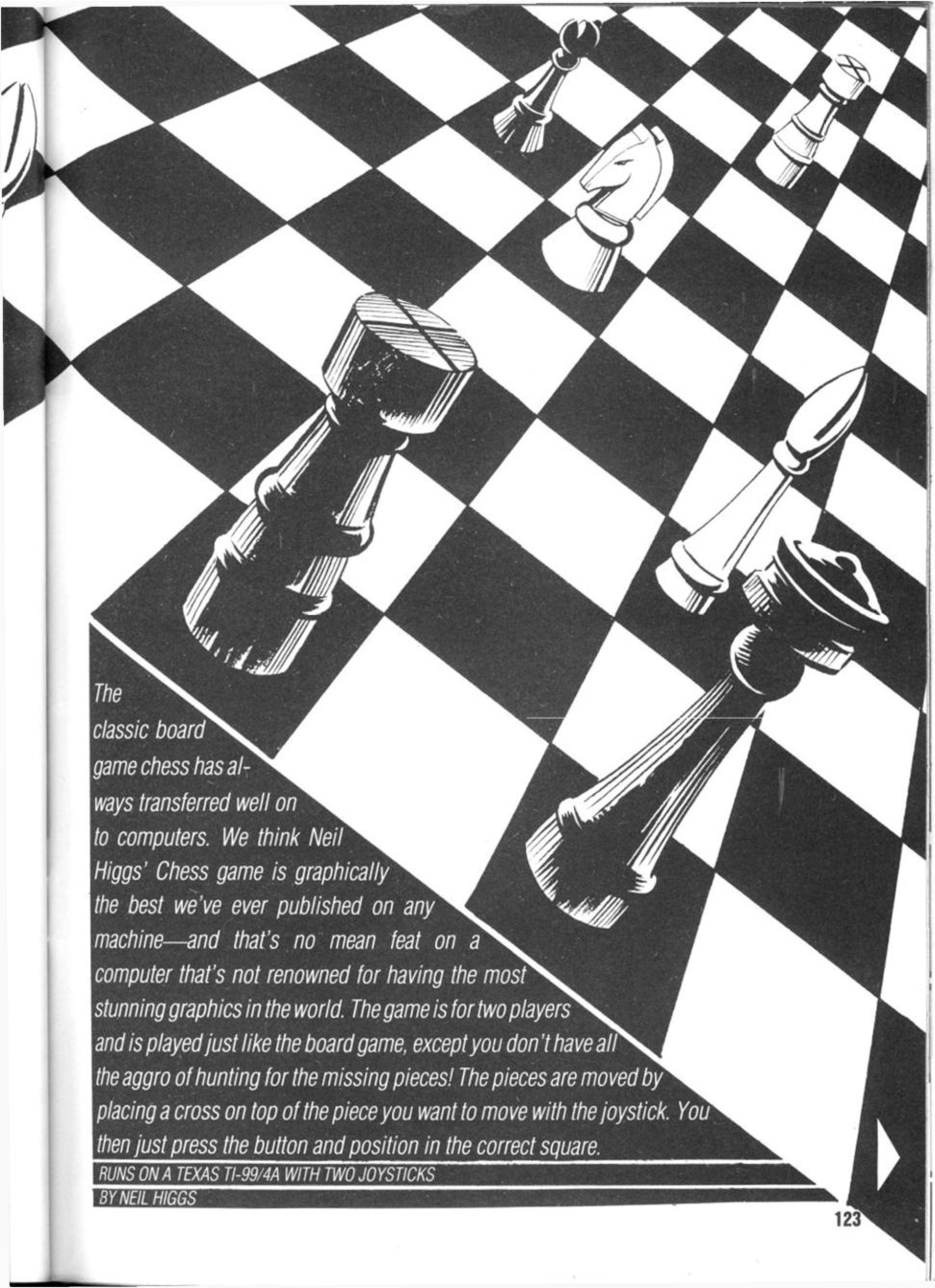


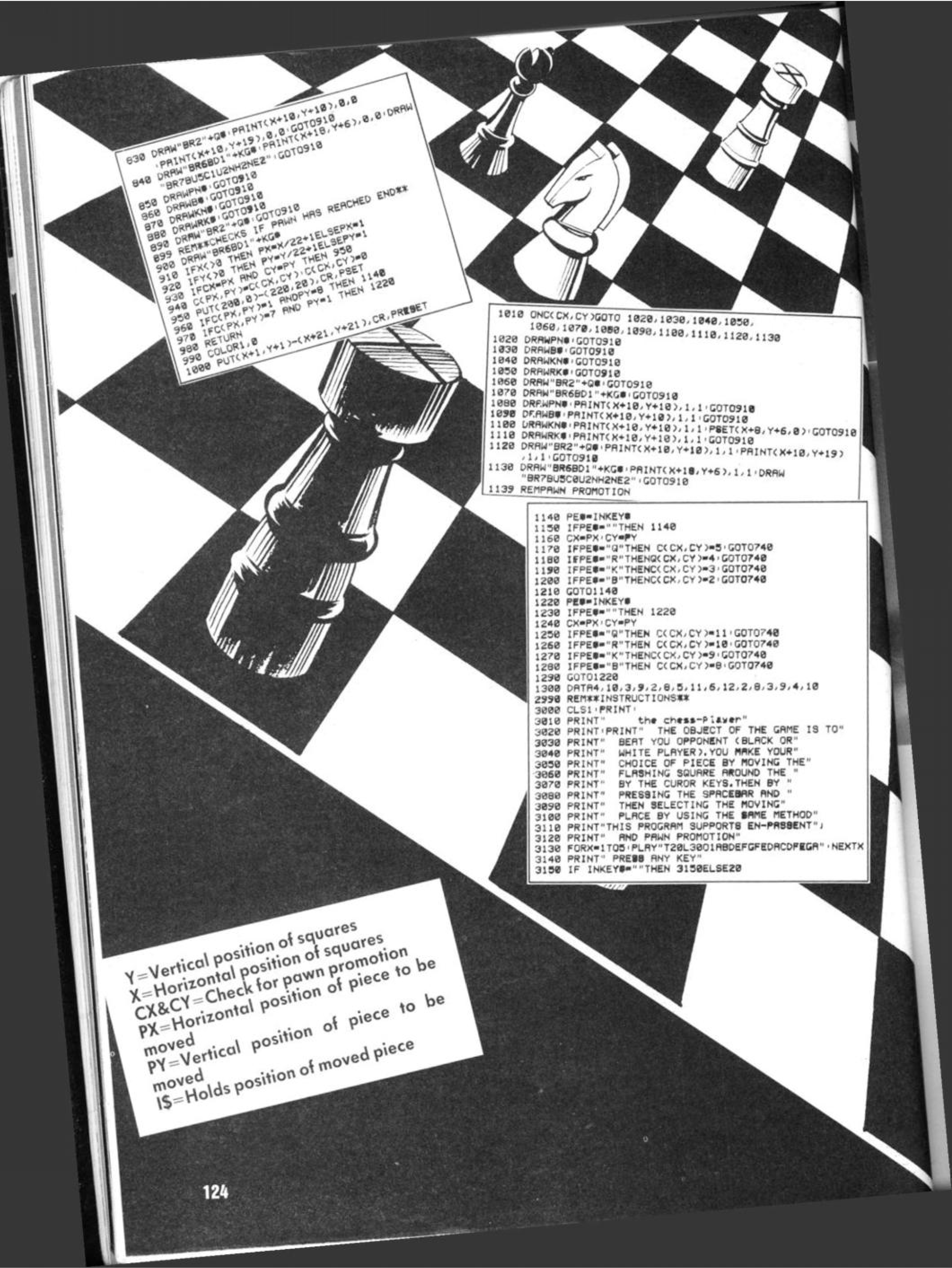
Illustration: John Higgins



The classic board game chess has always transferred well on to computers. We think Neil Higgs' Chess game is graphically the best we've ever published on any machine—and that's no mean feat on a computer that's not renowned for having the most stunning graphics in the world. The game is for two players and is played just like the board game, except you don't have all the aggro of hunting for the missing pieces! The pieces are moved by placing a cross on top of the piece you want to move with the joystick. You then just press the button and position in the correct square.

RUNS ON A TEXAS TI-99/4A WITH TWO JOYSTICKS

BY NEIL HIGGS



```
830 DRAW"BR2"+Q$:PRINT(X+10,Y+10),0,0
    :PRINT(X+10,Y+19),0,0:GOTO910
840 DRAW"BR6BD1"+KG$:PRINT(X+10,Y+6),0,0:DRAW
    "BR7BU5C1U2NH2NE2":GOTO910
850 DRAWPN$:GOTO910
860 DRAWB$:GOTO910
870 DRAWKN$:GOTO910
880 DRAWRK$:GOTO910
890 DRAW"BR2"+Q$:GOTO910
899 REM**CHECKS IF PAWN HAS REACHED END**
900 DRAW"BR6BD1"+KG$
910 IFX<>0 THEN PX=X/22+1ELSEPX=1
920 IFY<>0 THEN PY=Y/22+1ELSEPY=1
930 IFCX=PX AND CY=PY THEN 950
940 C(PX,PY)=C(CX,CY):C(CX,CY)=0
950 PUT(200,0)-(220,20),CR,PSET
960 IFC(PX,PY)=1 ANDPY=8 THEN 1140
970 IFC(PX,PY)=7 AND PY=1 THEN 1220
980 RETURN
990 COLOR1,0
1000 PUT(X+1,Y+1)-(X+21,Y+21),CR,PRESET
```

```
1010 ONC(CX,CY)GOTO 1020,1030,1040,1050,
     1060,1070,1080,1090,1100,1110,1120,1130
1020 DRAWPN$:GOTO910
1030 DRAWB$:GOTO910
1040 DRAWKN$:GOTO910
1050 DRAWRK$:GOTO910
1060 DRAW"BR2"+Q$:GOTO910
1070 DRAW"BR6BD1"+KG$:GOTO910
1080 DRAWPN$:PAINT(X+10,Y+10),1,1:GOTO910
1090 DRAWB$:PAINT(X+10,Y+10),1,1:GOTO910
1100 DRAWKN$:PAINT(X+10,Y+10),1,1:PSET(X+8,Y+6,0):GOTO910
1110 DRAWRK$:PAINT(X+10,Y+10),1,1:GOTO910
1120 DRAW"BR2"+Q$:PAINT(X+10,Y+10),1,1:PAINT(X+10,Y+19)
     ,1,1:GOTO910
1130 DRAW"BR6BD1"+KG$:PAINT(X+10,Y+6),1,1:DRAW
     "BR7BU5C0U2NH2NE2":GOTO910
1139 REMPAWN PROMOTION
```

```
1140 PE$=INKEY$
1150 IFPE$=""THEN 1140
1160 CX=PX:CY=PY
1170 IFPE$="Q"THEN C(CX,CY)=5:GOTO740
1180 IFPE$="R"THENQ(CX,CY)=4:GOTO740
1190 IFPE$="K"THENC(CX,CY)=3:GOTO740
1200 IFPE$="B"THENC(CX,CY)=2:GOTO740
1210 GOTO1140
1220 PE$=INKEY$
1230 IFPE$=""THEN 1220
1240 CX=PX:CY=PY
1250 IFPE$="Q"THEN C(CX,CY)=11:GOTO740
1260 IFPE$="R"THEN C(CX,CY)=10:GOTO740
1270 IFPE$="K"THENC(CX,CY)=9:GOTO740
1280 IFPE$="B"THEN C(CX,CY)=8:GOTO740
1290 GOTO1220
1300 DATA4,10,3,9,2,8,5,11,6,12,2,8,3,9,4,10
2990 REM**INSTRUCTIONS**
3000 CLS1:PRINT:
3010 PRINT"      the chess-Player"
3020 PRINT:PRINT"  THE OBJECT OF THE GAME IS TO"
3030 PRINT"  BEAT YOU OPPONENT (BLACK OR"
3040 PRINT"  WHITE PLAYER).YOU MAKE YOUR"
3050 PRINT"  CHOICE OF PIECE BY MOVING THE"
3060 PRINT"  FLASHING SQUARE AROUND THE "
3070 PRINT"  BY THE CUROR KEYS.THEN BY "
3080 PRINT"  PRESSING THE SPACEBAR AND "
3090 PRINT"  THEN SELECTING THE MOVING"
3100 PRINT"  PLACE BY USING THE SAME METHOD"
3110 PRINT"THIS PROGRAM SUPPORTS EN-PASSENT";
3120 PRINT"  AND PAWN PROMOTION"
3130 FORX=1TO5:PLAY"T20L3001ABDEFGFEDACDFEGA":NEXTX
3140 PRINT" PRESS ANY KEY"
3150 IF INKEY$=""THEN 3150ELSE20
```

Y=Vertical position of squares
X=Horizontal position of squares
CX&CY=Check for pawn promotion
PX=Horizontal position of piece to be moved
PY=Vertical position of piece to be moved
I$=Holds position of moved piece

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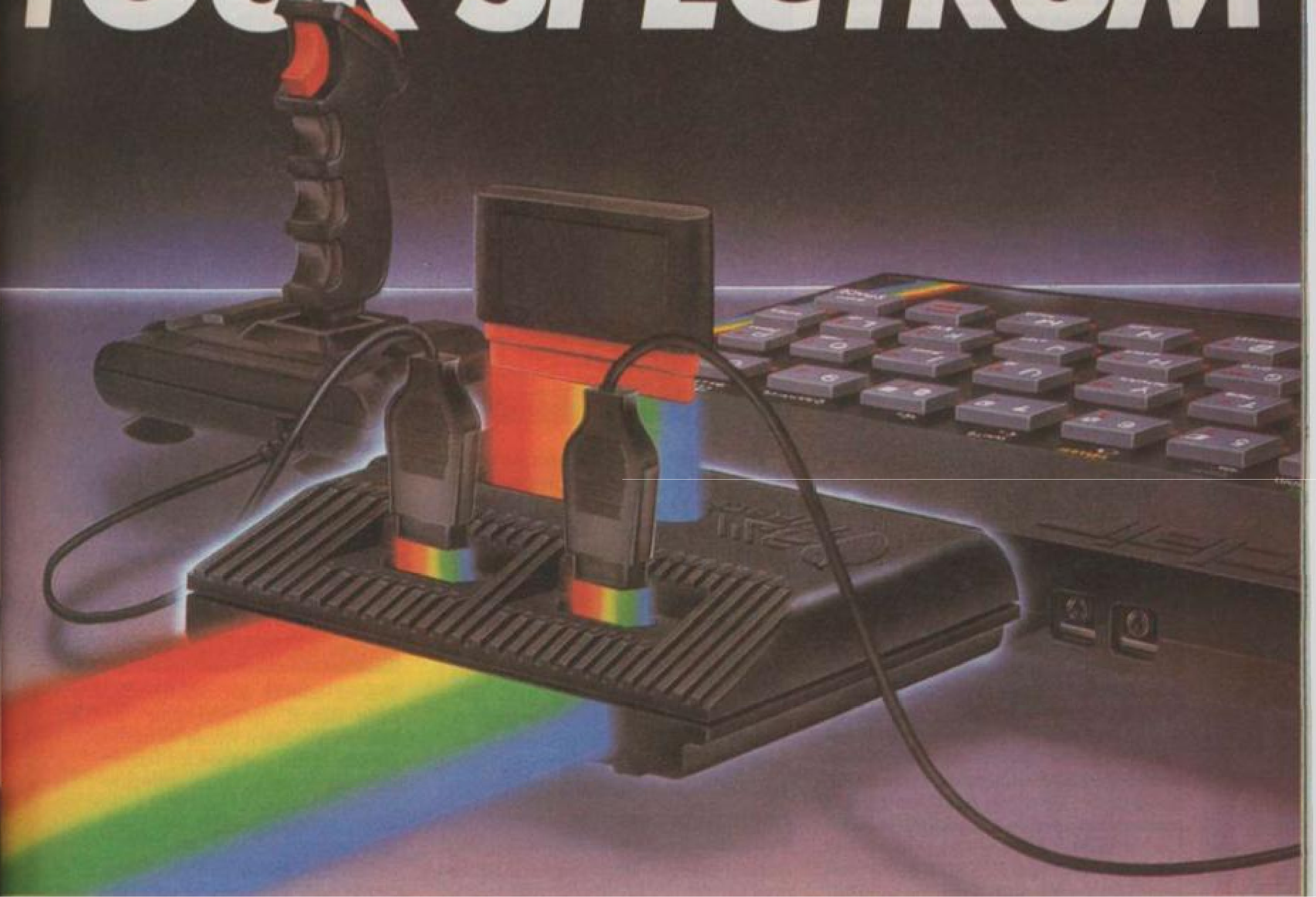

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STONE OF SISYPHUS

The screen of my Atari lit up with "Welcome to Stone of Sisyphus", and I sighed with relief as my problems in loading the game were over.

This is number two in the *Maces and Magic* series of Adventure games that for some reason rarely, if ever, get a mention in the popular computer press.

As the game starts, you find yourself in the general store, close to the Dungeon of Sisyphus. Here you are asked to create your own player and give him or her a name, as well as a weapon chosen from 80 different types. Armour is also available in 26 different varieties.

Having made your choice, there is a quick swap of disks and you enter the dungeon itself. The screen is now split in two and the top half displays some of the best colour graphics I have seen on any Atari Adventure to date. Come to think of it, some of the best Atari graphics I have **ever** seen.

The lower half of the screen completes the picture and gives a text description of the room and any objects therein.

This is where the excitement begins and things really start to get different. Instead of the usual type of input, you are given a number of choices as to what to do next.

For instance, you may use either your knowledge of Adventuring, skill at fighting, or sheer bribery. If it sounds fun, that's because it is and totally unlike anything I have experienced before.

There is, of course, the opportunity to use any objects you come across. You also have the choice of letting the screen go blank while a new picture is being drawn, or sitting back and watching the computer building up the scenes line by line.

I have been playing this game for some time now and have found well over 50 rooms. "That's not a lot", I hear you say, but in this dungeon you are only expected to last 25 minutes, that's if your luck holds out that long!

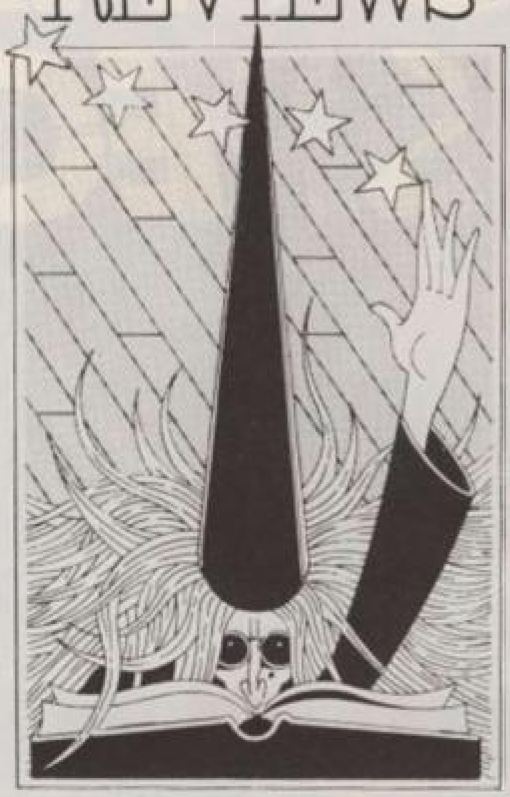
My trouble is I always try to pick a fight with a guy who is just that bit bigger. Eventually, learning by my mistakes, I started going around minding my own business, when out of the shadows would step a ghoul or stone giant, to splat me meticulously over the dungeon floor.

There were only two points about the game I didn't like. It took four attempts to get a working copy—but no doubt AI have that ironed out by now. Secondly, as the game is in Basic, the graphic drawing is a little slow, but then their quality is so good, perhaps it's worth the wait.

In conclusion—if you have an Atari with a disc drive and fancy something completely different—this is the game for you! It costs £19.95 on disc only.

Paul Coppins

•REVIEWS•



Adventurers everywhere liked our last comprehensive round-up of the latest Adventure games so much that we decided to let our ace Adventurer Keith Campbell loose from the *C&VG* dungeon to bring you another bunch of in-depth reviews, aided by his trusty apprentices, Simon Marsh and Paul Coppins. Remember, *C&VG* will be bringing you an Adventure review special every other issue from now on. Now, on with the action . . .

TIME WARP

Great! I thought, an all-graphics adventure for a change—this should be good and I loaded the 16k *Time Warp* into Basic on my Atari.

As the game starts, you find yourself on the first level of a vast kingdom, from which you roam about, picking up objects such as food, bullets and treasure.

If you can collect enough, you are able to buy the key to the next level. On average this takes about 25 minutes a level, but just how many levels there are is a secret not yielded by the instructions.

Of course, you don't get it all your own way. The spider servants of the evil time lord are out to kill or rob you if they can. They look like round blobs with sticks poking out and are the fastest thing in the game.

The graphics used to display the landscape are all character graphics, which are not the best I've seen. As the player moves near the edge of the screen, instead of scrolling, the whole screen is redrawn which seems to take longer and longer each time.

In fact, the whole mode of play is very slow and it seems to take for ever to get from one side of the screen and back again. Overall, the game is best compared with the type of game where the player runs around a maze shooting robots before going to the next level—but five times slower.

A game which looked reasonable at the start, but turned out to be a great disappointment, *Time Warp* is from English Software for the 16k Atari and costs £9.95.

Paul Coppins

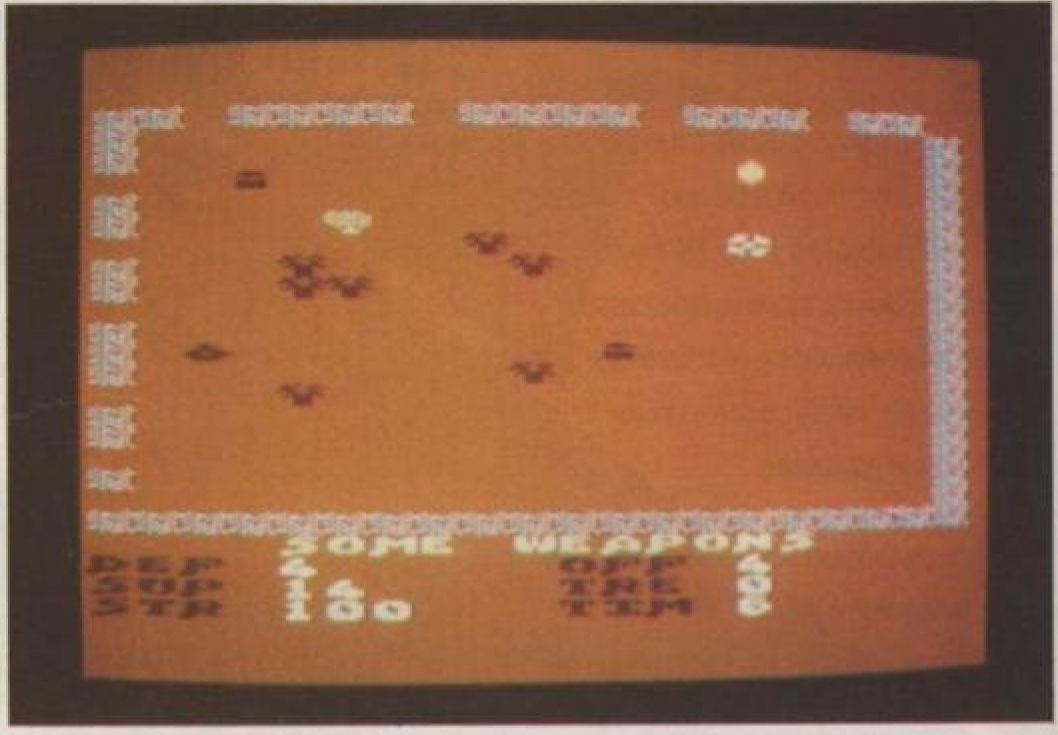
MINDBENDER

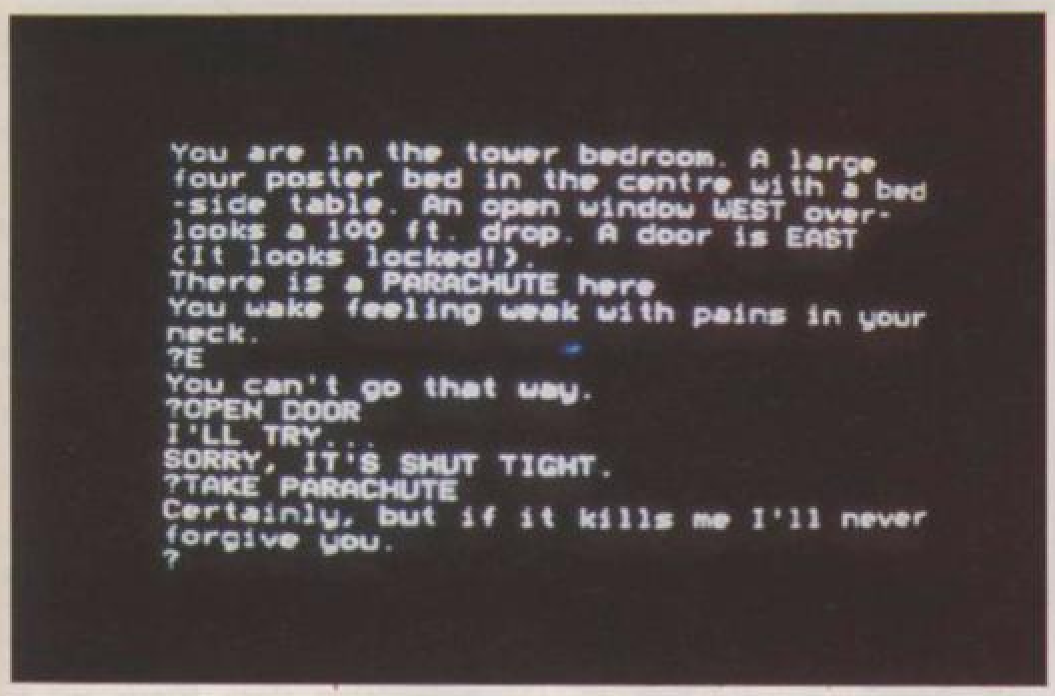
This is one of the *Golden Collection* from Gilsoft, written using the *Quill* system. There's a whole lot of them, but the title of this one took my fancy.

Apart from a rather effective "title page", the game is text only and comes with no instructions in the inlay other than how to load.

The first location begs a course of action which is demanded rather than logical and the consequences are pure fantasy! At this point the objective is revealed.

Immediately this part has been





```
You are in the tower bedroom. A large
four poster bed in the centre with a bed
-side table. An open window WEST over-
looks a 100 ft. drop. A door is EAST
(It looks locked!).
There is a PARACHUTE here
You wake feeling weak with pains in your
neck.
?E
You can't go that way.
?OPEN DOOR
I'LL TRY...
SORRY, IT'S SHUT TIGHT.
?TAKE PARACHUTE
Certainly, but if it kills me I'll never
forgive you.
?
```

played out, the Adventurer has a problem to solve, which is really a matter of getting the right order of actions for the desired effect—to escape a prison cell.

Once the door is open, things start to get really difficult—difficult until the right word is found. And so, after many attempts, I lost my location details, and thought I'd better have another look around.

This time I'm SURE I'm right! You can't look or examine anything, or regain your location details—unless the required instruction is extremely obscure. And as I said—there ARE no instructions.

Once out of the cell, there are some interesting places to wander about and that's just what I did. The game does seem to wander rather, instead of concentrating the mind on a particular problem. I wandered around until I fell down an unseen and unmentioned hole, and got killed off.

HELP gives the reply "What do you think this is—the Hobbit?" and score tells you "England 0 Wales 0". Yes—one of THOSE games! Competent, but not out of the ordinary.

Mindbender is for the 48k Spectrum from Gilsoft, priced £5.95.

Keith Campbell

VAMPIRE CASTLE

"WARNING: We strongly recommend this game be played with the lights on." So begin the instructions for *Vampire Castle*, in which your objective is to find and destroy Dracula.

The game loads on a BBC micro to the music of Toccata and Fugue in D minor by Bach—you know, the one that goes "da di-di, da di-di, da di-di da dee". Nice the first time, but you can have too much of a good thing, like every time you die and try again!

There must by now be as many Adventures set in a castle as there are castles so, feeling somewhat over castellated, I took the plunge. This castle houses Dracula and a dumb waiter. Wow! How original!

•REVIEWS•

But there are some unusual locations—a children's nursery for example—and objects—a hang glider! So the puzzles, or most of them, are fairly original within the plot. The response is fast, much faster, for example, than the Acornsoft Adventures and there are also occasional sound effects and graphics within the game.

The vocabulary is limited—another one of those games with no EXAMINE—and commands containing unknown words are met with a variety of rib-tickling responses like "What are you gibbering about?" and "Stop trembling and try again."

The game is moderately easy and should appeal to part-time Adventurers who like a bit of spoof horror! But if you've played and beaten *The Count*, this will be like an A-level exam to a graduate!

Vampire Castle is from Micrograf for the BBC B and costs £7.95.

Keith Campbell

PHAROAH'S TOMB

I was intrigued when I came across *Pharoah's Tomb* for the Electron and I loaded it on my BBC to play. But of course, it was not the *Pharoah's Tomb* I was expecting from Phipps Associates.

This one was from A&F Software. You do have to watch what you're buying these days, don't you?

The instructions told me my task was to collect 500 gold coins and the Pharoah's mask before returning, and gave me a list of single-letter commands for doing such things as using bow and arrows, going backwards, buying items etc.

The player starts off in a graphically displayed entrance hall, where he may buy goods—if he has any gold.

The command "F" (forward) presents him with a peculiar green-coloured graphics design, over which are scattered letters.

These form an anagram, which has to be guessed and typed in before time runs out. The letters are entered on dashes displayed underneath the randomly placed letters.

Some of the words are so long that there is little chance of beating the clock. On other occasions the number of letters doesn't match the number of dashes.

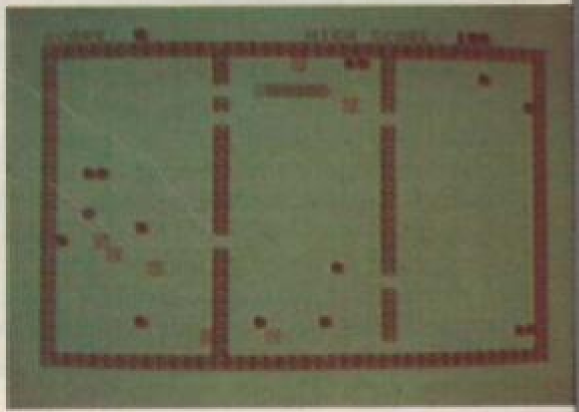
Various other chambers, apparently randomly encountered, present the player with various monsters—spiders, skeletons, mummies etc. Asked for your instructions, you are lucky to be able to get them into the computer before the monster attacks, sometimes causing you to lose gold you don't even possess. When I suggested firing arrows, I was put into what I assumed was firing mode—but the complete lack of instructions, and of any keyboard response to my wild hammering, made this a waste of time.

A couple of screens allow the player to use the cursor keys to collect gold and silver. Gold I managed, but silver seemed to have a bug, or some obscure and unmentioned command.

Not an Adventure, an arcade game, or a puzzle game, but all of these rolled into one in a way that makes trying to enjoy any aspect a virtual impossibility.

Pharoah's Tomb is from A&F Software, for the Electron, BBC and Spectrum, priced at £7.90.

Keith Campbell



HEROES OF KARN

Heroes of Karn is a graphical adventure with music, in which your mission is to rescue four heroes held captive by spells, and to return treasures of the realm.

Each Hero has his own special abilities which come in very useful—you will certainly need all the help you can get!

The game starts among pleasant springtime fields, which lead to a stone barrow, a monastery and a castle—among other places.

Now I can take or leave graphics in an Adventure, but I did like these graphics, particularly one of a castle by the sea.

After the main blocks of the pictures are drawn, sprites are promptly dotted about the screen to add the finishing touches—the long tufts of grass, a tree, birds or a sailing ship.

The pictures are displayed the first time at a location, unless otherwise requested, but because the overall display is rather slow, for repeated attempts at the game it really pays to SAVE.

Is the game worth saving? I would say yes, but with one or two reservations.

The structure of the vocabulary is unusual and gave me some difficulty. Multi-word sentences are allowed, such as 'Say to (someone) "attack bear with sword",' but these will go unrecognised if one of the words is not known or if the punctuation isn't as expected.

For example, if you say something to someone, their name must begin with a capital, yet the first word spoken, which must be inside quotes, must not.

This inconsistency was rather annoying and somewhat time wasting, for many variations had to be tried before being sure a command was not a valid one.

The range of vocabulary is rather limited and the replies give no indication as to which word is not understood. I found myself a little disorientated until I got used to the command format.

A useful way to check out object words when playing an Adventure is to type TAKE followed by the object you want. If it is not known or not present, usually the form of the reply will give an indication as to whether or not it exists. Not being able to pass a bear on a narrow path up in the mountains, I thus tried TAKE HONEY and was told "The pot of honey is not here".

That summarises some of the problems in this game. It seems there are many existing objects that are needed—but where are they all?

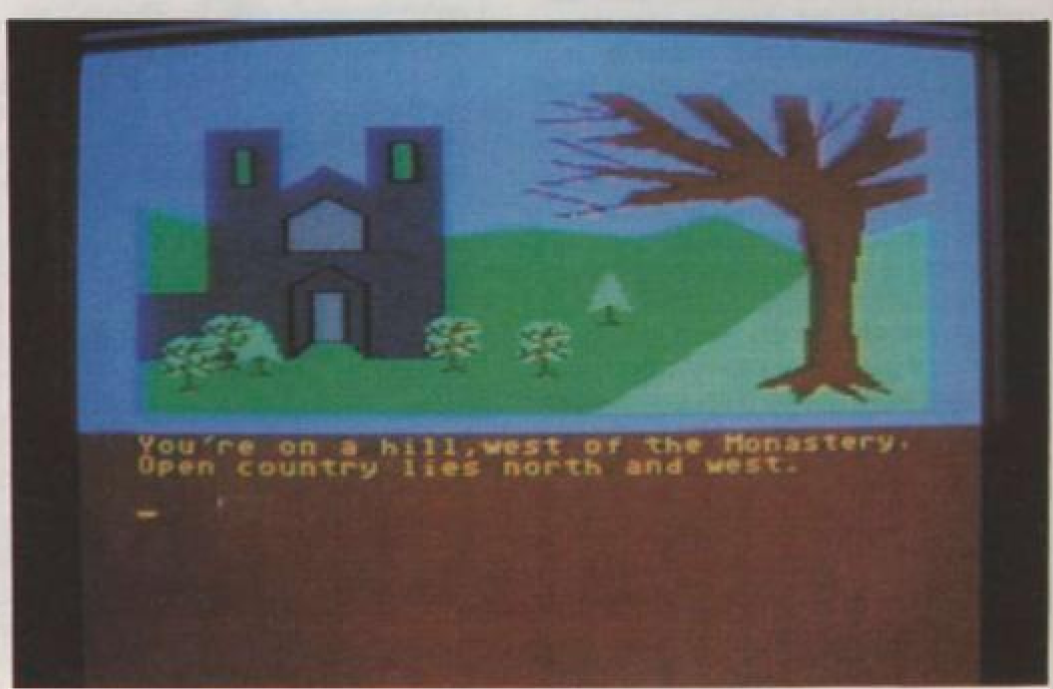
I have to admit to being currently incarcerated in a dungeon with a guard immune to bribery with companion and self short of a key. But I do know it is a gold one!

I had great difficulty in getting a copy that would load correctly—it takes 18 minutes by the way—but full marks to Interceptor Software for service. They were most helpful to me.

The music is nicely done, but so far I have only heard *"Greensleeves"*. I am hoping there will be more when I find Haldir, the minstrel.

Clues are scattered everywhere in this game so remember to read all the descriptions very carefully.

Heroes of Karn is from Interceptor Software for the Commodore 64, priced £7 for cassette and £9 for diskette.



```
You're on a hill,west of the Monastery.
Open country lies north and west.

_
```

MOUNTAINS OF KET

Ket is the first in a trilogy and, whilst the tape was loading into the Spectrum under a bold and colourful title page, I read the leaflet folded inside the inlay.

Within this was a short but comprehensive rundown of the scenario, the objectives of the trilogy and of part 1. The background of information was plausible without being unbelievably elaborate and, in short, in this game you must reach the far side of the mountain.

A slight problem is Edgar, a bug implanted in your neck, following your acceptance of a do or die challenge.

Edgar will sink his poisoned fangs into you at the slightest sign of you making a run for it! Otherwise he will restrict his activities to commenting somewhat sarcastically on your progress and complain if you aren't making any!

The instructions in the accompanying leaflet convey the scenario effectively, are easily legible, give examples of input commands and, most importantly, a definitive list of special commands and abbreviations.

Among these are LOOK to redisplay location and STAT. The latter briefs you on your current level of Prowess, Energy and Luck, because in this game you will inevitably decide to go into combat mode, when these factors will be crucial.

The combat mode allows you to try to kill any of the characters you come across which makes for an unusual Adventure.

If you dodge a hit, you use a luck point. The higher your luck rating, the greater chance of a dodged blow costing you one energy point. If your luck is poor, you lose three energy points, but if you don't dodge, your luck level is retained and you lose two points.

The prowess ratings determine the ratio of your hits to that of your opponent and the first one out of energy is a gonner.

Be warned, though! If you win, you may encounter an enraged villager out to avenge his compatriot.

Once out of the way, you can make off with your victim's possessions, some of which you will need to start on your journey to and across the mountain.

A fast response and clearly laid out screen enhance this adventure with a difference. Full marks to Incentive Software for *Mountains of Ket*, for 48k Spectrum and modestly priced at £5.50.

Keith Campbell

Frak!

- - - from better Dealers
everywhere

Aardvark's aartful graphics game on the Beeb.

Aardvark Software, 100 Ardleigh
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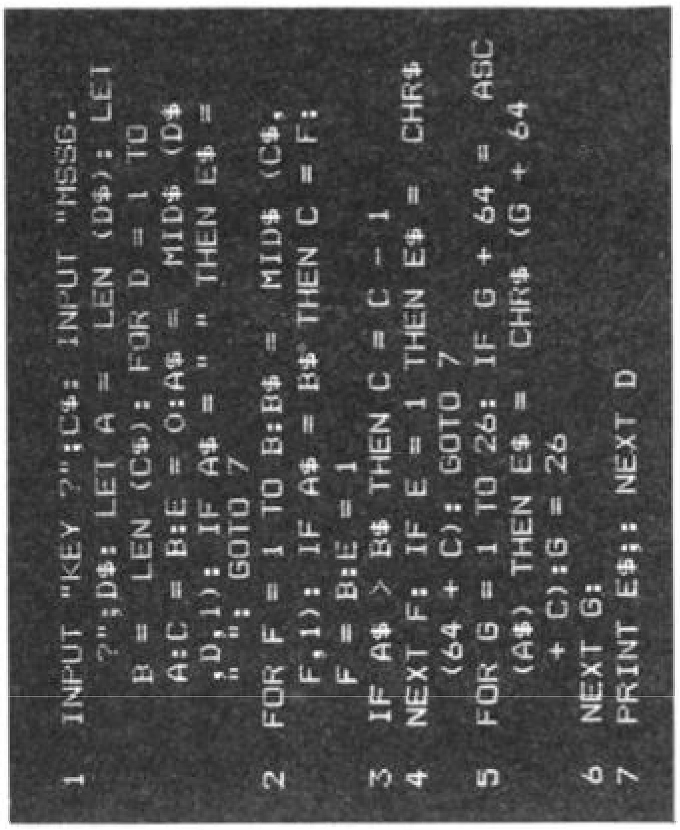
CG97



```
1  INPUT "KEY ?";C$: INPUT "MSSG.
     ?";D$: LET A = LEN (D$): LET
     B = LEN (C$): FOR D = 1 TO
     A:C = B:E = 0:A$ = MID$ (D$
     ;D,1): IF A$ = " " THEN E$ =
     " ": GOTO 7
2  FOR F = 1 TO B:B$ = MID$ (C$,
     F,1): IF A$ = B$ THEN C = F:
     F = B:E = 1
3  IF A$ > B$ THEN C = C - 1
4  NEXT F: IF E = 1 THEN E$ = CHR$
     (64 + C): GOTO 7
5  FOR G = 1 TO 26: IF G + 64 = ASC
     (A$) THEN E$ = CHR$ (G + 64
     + C):G = 26
6  NEXT G:
7  PRINT E$;: NEXT D
```

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CG80

•REVIEWS•

GAMES FOR GIRLS

Hold on while I change out of my garter belt to write this review, readers! Two games, *Jungle Adventure* and *Diamond Quest* come under the collective title of Games for Girls and were written by M. Sherlock and B. Bartis who could be male or female for all I know.

Keith passed on these games to me to review at a party he held to celebrate the launch of his book. Feeling rather upset at such a slur on my masculinity, I trotted round to my friend Julian Crouch, to have a look at them.

I have to mention Julian because he it is who has a Spectrum, on which they run, but more importantly, because I have recently discovered he is related to the Editor and I want to keep this job!

From reading the cassette inlays, I had an idea that these games might be bad. "We think *(Diamond Quest)* will particularly appeal to girls because the graphics are bright and colourful, and monsters do not appear!" Ten out of ten for the most patronising blurb and worst looking inlay—who wants to look at a pink inlay with animals in pastel colours?

The first game we tried was *Jungle Adventure*. You are cast as an African girl who must make her way home from school. Home is in the middle of the jungle.

Words fail me at this point! It is the most boring Spectrum game I have ever played. It isn't an Adventure, it isn't an arcade game—what it is I'll never know!

The second tape was *Diamond Quest*, which is much better and seems to have been well thought out. Even so, the game has a vocabulary of precisely 14 words! Watch out, Infocom!

The idea behind this game is to try to find the diamond treasure which is hidden in a palace. The graphics are quite good, but again, to call this an Adventure is a gross over-statement. It is merely a maze game. So, I think I'll stick to my knitting!

Games for Girls come from Laser Computer Simulations Ltd, for the 48k Spectrum, and cost £5.95 and £4.95 respectively.

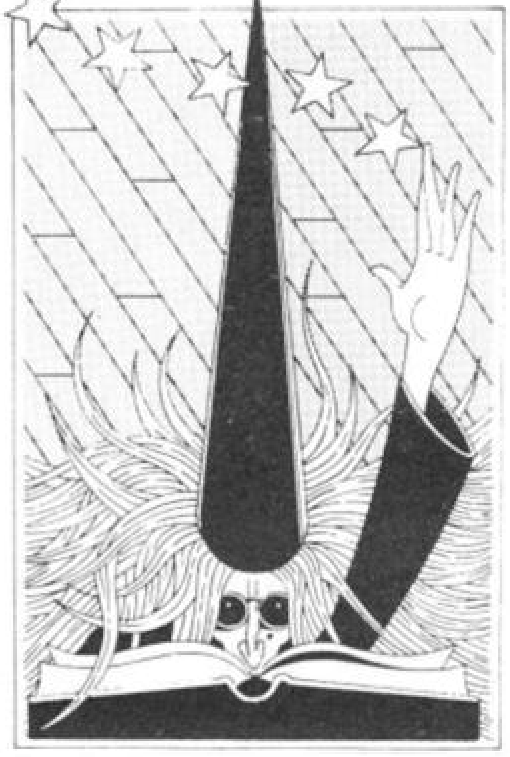
Simon Marsh

STARCROSS

The player starts this adventure sound asleep aboard the deep-space prospecting ship *Starcross*. Suddenly an alarm sounds, he jumps from his bunk and rushes to the bridge as fast as humanly possible.

So starts Infocom's first science fiction Adventure. As is customary with Infocom Adventures, the all-text descriptions and large vocabulary are impressive. The ability to type command in full sentences, several at a time all on one input line is one of the many innovations that put Infocom Adventures into a class of their own.

This Adventure is set in the year 2186, when you have set off in your one-man ship in search of "quantum black" holes which could provide an inexhaustible source of power for man's ever increasing space civilisations. On arrival at what you hoped would be one such black hole, you find a very large alien ship spinning silently in space.



You land, or should I say arrive, on one of the alien ships' many landing pads with a severe loss of prestige and a bent ship. So there's nothing for it but to explore some of Infocom's most challenging situations to date.

Just finding your way around this huge ship has its own problems, but after a bit of mapping, you soon learn how to get from A to Z without getting lost. During these explorations you can expect to meet aliens—some helpful, others whose only goal in life is to try to impede you in every way possible.

A good sense of humour and a little working knowledge of science will come in handy.

The game comes packed in its own plastic flying saucer containing the disk, instruction manual and a large coloured star chart.

All this adds up to an Adventure that should keep even the most hardened Adventurers on their toes for many hours, whilst being light hearted enough for the whole family to enjoy. *Starcross* costs £30.00 and runs on the Atari.

Paul Coppins

HORROR CASTLE

Horror Castle is one of those few Adventures that this reviewer finds compulsive enough to drag him away from *Coronation Street!*

Without wishing to be over-complimentary, I must say that if *Horror Castle* is to be the new standard of Dragon Adventures to be released by A&F then I for one will be very pleased.

The scenario is one of a beautiful princess trapped high in an evil-looking castle. It is your task, as the brave hero, to save her. I wonder if anyone is going to write an original scenario for saving princesses?

Well, princess-saving adventures appeal to me, so I set about my task in all haste. The usual verb/noun vocabulary is employed in this game (GET KNIFE etc). The first problem encountered is how to get into the grounds—a starter problem rather reminiscent of Scott Adams.

This is an apparently insoluble problem, but take some time and use some lateral thinking and you'll get in. Once there, a feast of delight awaits you!

You will find knives, ropes, lamps etc. Well, you didn't expect an original light source in a castle game, did you?

At one stage, my knowledge of John Wayne and cowboys came in very useful. A mutant in the cellar is a ghoul who cannot be taken lightly as he is prone to kill you at the bat of an eyelid. Talking of bats leads me to the vampire whose favourite meal is you—the intrepid Adventurer!

Do not think this game is without a sense of humour, for when I typed in HELP outside the second gate, I got the reply: "You don't need my help to open a @!!?%&!! gate, do you?"

Although a score feature is absent, when or if you complete your mission you are told how many commands it took. Knowing you *C&VG* readers, you will probably complete the game in a lot less than my best score of 290!

Here is a game I can recommend to anyone with a Dragon 32. It gave me hours of pleasure and I'm sure it will do the same for you! *Horror Castle* is from A&F Software and costs £5.90.

Simon Marsh

QUEST OF MERRAVID

In a review of *Quest of Merravid* in May's *C&VG*, I stated that it was not possible to recall the location description which is removed from the screen when a non-moving command is entered.

In fact, as Martech have pointed out, this CAN be achieved by typing 'L' and IS mentioned on the cassette inlay as one of seven examples of command vocabulary, despite my informing you to the contrary.

Merravid was one of several games out of their cases at the time I was playing it, and I can only conclude that I picked up the wrong inlay when I re-read the instructions—a mistake easily made when reading small print under artificial light!

This, of course, does highlight the point I was making about abbreviations. They are always best as an enhancement to plain English commands.

Keith Campbell

CASTLE BLACKSTAR

A game you QUIT because you want to start afresh, but leaving you with the message "QUITTING GAME WITH XX POINTS" and leaves your computer locked up, is NOT friendly!

I always adopt the philosophy that when a player leaves any game by entering END or QUIT, the computer should be returned to its normal state—not have to be disconnected before it is any use. And an Adventure requiring a reload for another try is not nice anyway.

OK, grizzling over—is the game any good? Surprisingly, after my bad start, and prejudiced as I had become against it, I found *Castle Blackstar* to be a very interesting adventure—certainly better than many available for the Spectrum.

The game is text only and the machine code program gives a fast response. It has a good plot, some reasonable puzzles and I felt happier with the simple black on white text than with many a lavishly illustrated multi-coloured game.

The objective, which is fully explained in the accompanying leaflet, is to recover an orb, rid it of its evil powers and collect treasure. Points are awarded for being clever and collecting things.

The map is big and colourfully described and the vocabulary is claimed to be in excess of 200 words. Nevertheless, I found plenty of words that weren't recognised; many of them being displayed before me at the time!

Adventurers, as well as always being friendly and helpful souls, seem to be more disposed to bad language than most and this game copes with the situation in an original way by providing a swearbox—a location which fines you one object before you can escape!

If you're going to say something nasty, make sure you have a redundant object in your possession first! I can proudly claim to have beaten the swear box with some particularly foul language, but I suppose as a journalist I should have a wide vocabulary. (Shut-up Campbell—Mary Whitehouse will try to have it banned if you're not careful!)

So there you have it—don't go down in the woods to play, don't quit, and watch your mouth! *Castle Blackstar* for 48k Spectrum is from SCR Adventures, priced £8.95. Versions for Dragon 32, Commodore 64 and Apple II are planned.

Keith Campbell

WINGS OF WAR

Believe me, *Wings of War* from Salamander, is a stunner!

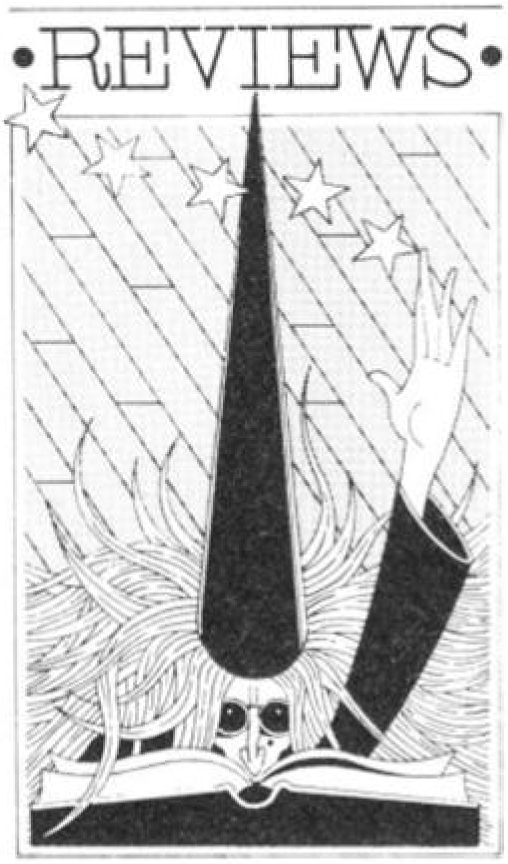
The instruction booklet starts innocently enough. "Lt. Roger Wilcoe looked rather smart in his new German uniform. He stared at the ground far below as he swung gently on the straps of his parachute. It seemed incredible that mere hours ago he had been lounging in the officers mess, playing chess with Out, the wonder dog."

What can be said about Salamander Adventures that has not already been said? Their anti-heroes of the computer world are, without a doubt, mad! One cannot fail to laugh at the introduction to the latest hero, Lt. Roger Wilcoe (over and out).

The object of the game is that you, the brave adventurer, must bring back the following goods from German occupied France: Black Box, Ignition Switch, Blueprint, Operation Guide, Manual and The Bomb.

Easy, huh? Well, this is not a job that will take a couple of days—more like a month.

In playing this Adventure, you know what to do, but cannot easily find the way to achieve your objectives! The vocabulary takes a little while to get used to, but I found the more I played, the easier it becomes to hit upon the correct command.



Although not the easiest Adventure around, it is worth persisting with, as it is, to my mind, the best Salamander Adventure I have played—and I have played the lot!

Many characters are to be found in the game and one such is the commandant who just sits in his office until you say a word. Which word I will leave you to discover!

Another character is the officer who follows you on your travels around the game. I think he must have a secret ambition to be a shadow, as he even follows you into the toilet!

Not surprisingly, perhaps, of all the rooms in this Adventure I have so far visited, the room without any exits is the hardest to escape.

In the room is a glass bust which when broken gives off laughing gas. If one doesn't act quickly, it soon becomes anything but a laughing matter, as further progress in the game is stopped. To escape this fate, one must mask one's fears.

I can recommend this game to anyone who enjoys a good but not too serious Adventure and I took forward to the sequel, *White Cliffs of Dover*.

Play *Wings of War* and join me in the fight to win the war. Of the six objects needed, I have only two so far. I wonder how *C&VG* Adventurers will fare?

Wings of War is for Dragon 32, BBC B, and Oric, from Salamander Software, priced at £7.95.

Simon Marsh

COLDITZ

As a prisoner you must rescue a fellow inmate from the solitary confinement cell and lead him to safety from Colditz Castle, with the aid of your Spectrum.

There are many pitfalls in this adventure. In fact, you must be extremely careful to make the right moves—a false one and you'll be shot by the Nazis. On the surface, this looks quite realistic. After all, in the real thing you could get very near to escaping and get shot—alternatively, this might happen during your first moves. But it will make a lot of game saving necessary, if you are to piece the puzzle together and form an overall strategy.

Where the realism falls down a bit is exemplified by a little sequence in the parcel sorting office which has a 'wooden planked floor'. This is screaming out for attention, almost literally as it makes a noise when you walk on it. Pass through without solving the problem and a guard will hear you on the way back—fair enough. But it is impossible to examine wood, plank, or floor. You have to deduce that you must take a floorboard and it seems the board must be very wide or the room extremely narrow, for the description changes to 'a dirt floor underfoot'. Thus the guard can no longer hear you walking through.

Colditz has a fast response, even when displaying graphics which accompany some of the 70-odd locations in the game. A split screen layout is used, showing the picture and/or text description of the location above a length of barbed wire and the scrolling conversation, which includes visible objects, below.

This is a competent adventure which will take some time to complete. I have a feeling that playing might be more enjoyable if those parts of the map that a prisoner is expected to know at the outset were provided with the game. This is an unusual thing to suggest, I know, but strategy could be planned from the start, rather than having to take a hit and miss approach all the way through.

Colditz is for 48K Spectrum from Phipps Associates, priced at £6.95.

Keith Campbell

BUG HUNTER

— WRITE TO ME AT: BUG HUNTER
COMPUTER & VIDEO GAMES, DURRANT HOUSE
8 HERBAL HILL, LONDON EC1R 5EJ
OR PHONE ME ON: 01-278 3881

YOUR MUSIC

Suggestions for music while you play are still arriving. Ian Watson from Birmingham sent me his top ten. So if you want to improve your top scores, these are the records you'll need to buy.

10. Jump—Van Halen
    Donkey Kong
9. Thriller—Michael Jackson
    Atic Atac
8. Ant Rap—Adam & the Ants
    Ant Attack
7. Rock the Boat—Forest
    Scuba Dive
6. Our House—Madness
    Jet Set Willy
5. Into the Gap—Thompson Twins
    Jumping Jack
4. The Caterpillar—The Cure
    Centipede
3. China Girl—David Bowie
    Chinese Juggler
2. Walking on the Moon—Police
    Jetpac
1. White Christmas—Bing Crosby
    The Snowman

BUG SET WILLY

The recent launch of *Jet Set Willy* produced the largest batch of letters on a single subject that I've ever received. And most were complaints.

There appears to be a number of bugs in the game. These are just a few of the ones which I've been sent. If you know of any more then please let me know.

If you go to any screen after Nomen Luni, then on any following games you'll find that the priest has vanished and that it's impossible to enter the kitchen without losing all your lives. Another reader entered the chapel and found that the four guardians had disappeared without trace. Again, walking into the kitchen cost him all his remaining lives.

David Naylor tells me that he has written to Software Projects about the bugs. In a duplicated letter, says David, they said that when you reach the attic on the roof you must be expert enough to complete the game. If again you visit those rooms where disaster has previously struck, you lose all your lives to stop you using them as a short cut. The chapel guardians will disappear to these places to stop you.

The letter from Software Projects ends by apologising for the fact that, once you have visited the attic and suffered this fate, there is no alternative but to reload the tape to return the game to normal.

This is the official excuse for what still appears to me to be a bug in an otherwise excellent game.

Of all the *Jet Set Willy* letters I received, the ones which didn't talk about bugs told of various ways to cheat in the game.

I've been sent lists of POKEs to give you infinite lives, help in your quest for the keys and even to make you start at whatever level you want.

What really concerned me was the number of letters telling me how to get past the colour-codes security system included with the game. I have been told how to disable this so that whatever codes you type in the game will still run. I'm not going to print them—it's illegal.

Oh, and by the way, that bit last time about Jane was a joke. Please stop writing to her!

MICROPOLY

May's listing for the Spectrum was *Micropoly*. Unfortunately, a few lines were rather difficult to read. OK, then, impossible.

You can put the microscope away now. Here are those lines again in glorious black and white.

The reversed part of line 2105 says

```
DOUBLE THROWN";AT 11,o+4;"ANOTHER GO "
```

while line 2110 says

```
1=BUY PROPERTY ";AT 9,o+4;"2=BUY HOUSES ";AT11;o+4;"8=SELL HOUSES ";AT 12,o+4;"9=SELL PROPERTY";AT 13,0+4;"0=MORTGAGE "
```

Next is 2115, where the reversed part is

```
3/7=NEXT PLAYER"
```

Now to 4400. . .

```
FINE OF £50 ";AT 11,o+5;" TO PAY "
```

And 8805

```
INSUFFICIENT £££"
```

```
8810 Q=QUIT GAME "
```

and I've saved the longest one till last, which is 8808.

```
INSUFFICIENT £££";AT 11,o+4;"8=SELL HOUSES ";AT 12,o+4;"9=SELL PROPERTY";AT 13,o+4;"0=MORTGAGE "
```

The game should now run properly.

A TEXAS HUNCH

Norman Sommut writes all the way from Malta with a correction he's found to *Hunchback* for the Texas as published in our April issue. Simply change line 1220 to a REM, and don't actually put in the GOTO 1150.

NEW XL OS

Owners of the new Atari XL micros have had a rough deal, especially those who have upgraded from an older 400 or 800. Atari has changed the operating system on the new XL range and software which ran on your old micro will not always run on the new one.

There is a way round this, though, in the form of a program called *Translator*. You run this on your new XL and it will load the old operating system into memory so that your old games will now run. The translator is available at the moment in America for $10 and Atari plans to release it in Britain shortly. There's no fixed date yet, but I'll let you know as soon as I hear.

ARCADE BUGS

Here's some news of weird happenings in an arcade, courtesy of Darren Michael from Palmers Green, London.

While playing in a local arcade, he noticed a man notching up a huge score on *Pac-Man*. The man had completed around 200 sheets. (200? Are you sure?—Ed.) Then suddenly the right hand side of the maze disappeared and was replaced by a full character set! And it was possible to pass right through the red ghost.

Are you sure you saw this, Darren? You know, playing *Pac-Man* non-stop for three days can do funny things to your eyes—not to mention the rest of your body, too (I told you not to mention the rest of his body—Ed.).

These jokes get worse every month.

NO MAGIC 147

D. M. Bird writes from Nottingham with a small gripe about Visions' *Snooker* program for the Vic. After potting the last black, the program doesn't give you your seven points. Has anyone else found this problem?

HOW TO LOSE £s

Road Runner was our game for the Texas in June's issue. Although the listing is littered with pound signs, the TI micro doesn't actually have such a character on the keyboard. This happened because we didn't use a proper Texas printer to produce the listing. You can cure it by using a hash sign instead (#).

The remainder of the game is correct.

That's all for this month. See you next time. Or drop me a line or a phone call.

BY ROBERT SCHIFREEN

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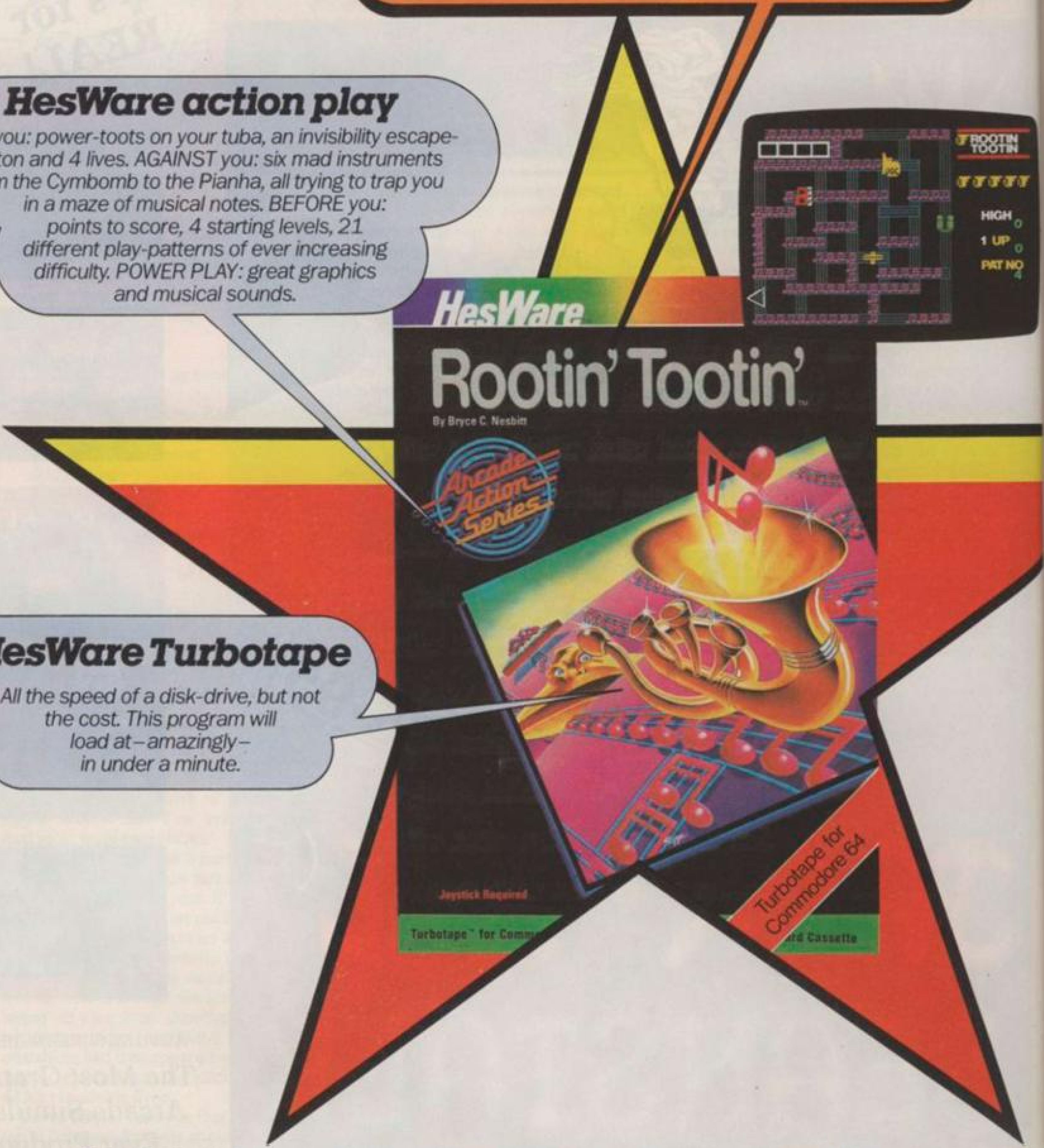
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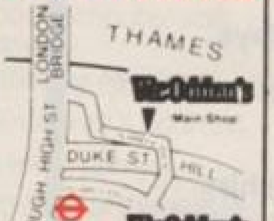

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PI! PI! PI!

"Will the golden sundial ever be won?" asked the new boss. "Well, come on—you're the Adventure thingy—you should know! If nobody's ever going to collect, then we must expose it as a rip-off!"

"How long is a piece of string?" I muttered sotto-voce, groaning inwardly. Terry would never have asked a question like that—he was omniscient!

So I typed **PIMANIA** on my letter database program. **YEATES, YEATES, YEATES** went the printer. Small wonder *C&VG* are having to move premises—we need more filing space for letters from Jersey! But there at the end of the list was a new one, this time from Ireland.

Dear Keith,

HELP. I'm a Pimaniac. I must admit I'm a dishonest one, ie, I cheat! I can get past the Cavern of Ivory (LET GATE = etc) but I don't get any ultimate answer. I cheat by giving myself all the objects and then dropping them in the cavern.

I have a few humble questions before I eat my computer:

1. When you break into the program, does it delete lines and so make the prize impossible to win by cheating?

2. Why are the system variables poked "FLAGS 2"?

Break the program and type:
FOR I = 1 TO v : PRINT VS(I) : NEXT I
and—remember—not all the exits are under "I2" Please help—I know your magical department can . . .

Yours Pimanily,
Martin Thomas

I'm dead pleased to hear all the exits are not under I2, I'm sure. Are all you Pimaniacs cheating looneys? And how am I going to answer my Editor?

"Oh! There you are, Tim! I've got a lead on Pimania. Reckon a fellow by the name of Groucho's hot on the trail."

(Well, he'll never suss that one—he's almost sane!)

BRAIN PICKING TIME

How can David Booth, a young blade from Blackpool, light the lamp and pick up the glowing brazier in *Feasibility Experiment*?

What kind of soup should Daniel Chua buy in *Critical Mass*? Daniel wrote from Hong Kong and I was tempted to suggest Bird's Nest . . .

Ashley Wainwright feels he is near to success in *Escape From Pulsar 7*, but is in trouble with an edge connector and can't work the lathe. Come in all you budding electronics engineers and turners!

Simon Alder from Newcastle-upon-Tyne can't open the waiting room door in *Ten Little Indians*. Can anyone help?

"Can the Dragon in the North Tower of *Twin Kingdom Valley* be killed and, if so, how?" asks Jess Middlebrook of Ince Blundell, Merseyside.

Glistening things are slipping through the hands of R. A. Sedgwick of Chelmsford. Can anyone help before the sands of *Old Father Time* run out?

Michael Sugrue from Slough has been to the second level of Map 2 in *Black Crystal* but can't remember how! Can anyone help him with all three levels of Map 2?

PROBLEMS UNKNOTTED DEPARTMENT

This month's credits go to Peter Berry of Pendlebury for his clues on *Wizard and Princess*, Ian Noble of Hants for his tip on *Blade of Blackpoole*, Eamonn Byrne of Manor Park giving *Colossal* help and James Douglas of Twickenham for being one step ahead of *Old Father Time*.

WIZARD AND PRINCESS
Make sure you have the sapphire ring and go up the tower until you find a wizard raven. Wear and rub the ring, then do what comes naturally.

BLADE OF BLACKPOOLE
The monster has a happy smile — perhaps that's because it's your round!

CROWLEY MANOR
To get past the monster, be careful not to miss anything in your journey from Scotland Yard.

COLOSSAL ADVENTURE
Forget about Wits End for the moment. The best strategy is to try to get as much treasure back to the building as possible. Ignore the Y2 rock—it will not talk, move or explode, but it does give the occasional PLUGH. Try examining the west pit in the two-pit room.

ESPIONAGE ISLAND
To move the rock, tie the rope twice and learn how to drive the vehicle.

OLD FATHER TIME
To get into the cavern, there are two ways—waving or levering. Seven years of bad luck may dwarf another problem.

THE PEN & THE DARK
Special transport will only arrive when conditions are right. Go into Maxwell Courtney's office and have a good look at his desk. Follow his suggestion! The ring is part of a bigger structure—perhaps a tool might help?

CIRCUS
The cable, should you seek one, must be for earthing the generator, since it is not insulated!

GAME FOR DOOMSDAY

If you like sudden death for no discernible reason, then here's a game that's certain to please. Logical it may well prove to be eventually, but there will be a lot of trial and error before you discover the error of your ways and learn the correct course of action.

I talk of *Countdown To Doom*. This is the first time that an Acornsoft adventure has fallen into my hands—*Philosopher's Quest* was borrowed from a friend, *Castle of Riddles* and others, I have never seen, and to me, represent unanswerable *Helpline* questions.

Trying to cheat revealed that the program is typically BBC—PROC PROC PROC and the only text I noticed was OK and a word about it being dark. Jolly good, but for all the "structured programming" it ain't half slow! A full-message response time of about five seconds is not good news for the Beeb which has just about the fastest Basic I have seen on a micro.

On starting, you find yourself on a perhaps too cleverly described wrecked spacecraft, so what do you do? My review copy had no instructions as to my mission, so I decided to get out and have a casual look around.

Outside the craft are multiple exits leading to multiple exits—make a wrong move and it could well be your last.

Your natural instinct tells you to check everything carefully before moving around or handling something. Trouble is, in this game, any command beginning with LOOK gives you your location description again and the word examine—EH?????

It is an intriguing game though. The scenario is compelling and full of promise. Since leaving the game, I have decided that when this review is finished I will go back and have another crack at it. With the number of Adventures I get to see, that means it's good!

A few days later I BEEPED it to life again for another try and, having learnt through experience, got further into the game. I came across strange discs, pneumatic tunnels and a robot that putters around after you and systematically robs you! Dead ends are slowly being pushed outwards . . .

Perhaps this is a game best played a bit at a time, with long pauses for thought.

Countdown To Doom from Acornsoft is for the BBC B, and costs £9.95.

ADVENTURE CHAT

I continue to be amazed at the far-off places where people play Adventures written in English. This month's mailbag has had letters from the extremes of Iceland, through Hong Kong, to the United Arab Emirates.

I should have thought *The Hobbit* was difficult enough even with *Inglish* as your natural language. So, Unnstein Alfonsson from Reykjavik needed all the help I could give him with *Hobbit*, as did Jostein Mork of Norway, stuck in *Colossal Adventure*.

Another reader I am able to help out is Gordon Keenan, stuck in *The Pen and The Dark*.

I suggest following the actions in the accompanying book first. If that fails to help, look in the upside-down clues!

Sue Keywood and her Vic-20 have exhausted their current supply of Scott Adams games. "Don't you think it's a bit mean of them not to have any more ready and waiting for veterans like us?" asks Sue.

Beverley Randle and Alison Hillman of Bristol sent me a letter in GOLD ink to announce their completion of *Kingdom of Hamil*. Their computer having told them that they are really rather clever, they put three questions to me: 1. Are we really rather clever?: 2. Can we have two *C&VG* tee-shirts? 3. Which Adventure game should we try in order to be VERY clever? To which I answered Yes, No and *Snowball*. Aaah! I can be really hard at times! But anyway, they didn't tell me which size!

Whilst writing, they described a most unusual problem they encountered with *Pirate*. A book accompanying the game gave the lowdown on Car Parks and Stations. This threw them off the scent for a while, not unnaturally! Has anyone come across an NCP outpost on *Pirate's Island* by any chance?

Remember Stephen Donoghue and the *Ghost Town* horse? My mention of a letter from Brian Pickerance a short while ago got young Kieron slightly indignant: "he's not a hyper-intelligent, Skol-drinking mega-being from a distant planet—he's my brother! And he really DID complete *Strange Odyssey* in six days!"

Only kidding, Kieron—and full marks for timing. You must have known that I was about to set off down the Staffs and Worcester canal on a narrow boat when you wrote!

BY KEITH CAMPBELL

CHEAT WITH MICHAEL AND VIC

To cheat by looking at machine code adventure text is not so easy to apply when the game is on a ROM cartridge, and many readers ask how it can be done.

Michael Sissons, of Hartley in Kent, kindly sent in the following routine:

```
10 FOR T=17000 TO 40000
20 A=PEAK(T)
30 PRINT CHRS(A);
40 GET AS
50 IF AS="1" THEN POKE
36879,8
60 IF AS="2" THEN POKE
36897,25
70 $="3" THEN P=1 TO
   10000 : NEXT P
  80 NEXT T
```

Run this program and press 1 for the screen to turn black, 2 for the screen to turn white and 3 to pause the program for a bit. You will have to change the Vic to lower case by pressing the SHIFT and COMMODORE key together.

Michael warns that you can't find out everything by using it!

INSURE AGAINST INFOCOM!

I received an amusing broadsheet the other day from Bilk and Wheedle, Fiduciary Insurance Company of Upper Mongolia. "Have you ever stopped to think what might befall your loved ones (if any) in the event that you became hopelessly lost in the wiles of an Infocom game?" asked the blurb.

What is on offer is a series of hint sheets and maps,and for those who are interested, they are available from Infocom, P. O. Box 855, Garden City, New York 11530. Hint sheets $7.95 each. Invisiclues, complete with invisible ink developer, are also available — no details of price! Also the whole range of Infocom games can be obtained from this source, except where there is an exclusive dealership.

Either send off for details or order, quoting Visa, Master Card, or American Express number. Allow extra for outside US orders and optional air delivery.

THAT ROOM – WITH THE CALCULATOR!!

Perhaps one of the longest outstanding problems that has sent many an Adventurer round the twist is THAT ROOM in Deathmase 5000. You know — the one with the calculator, where the clue is TURN TURN TURN, the calculator displays the number of 312 and you are advised to reverse charges.

I reviewed this game way back in the third issue (January 1982) of C&VG and was going bananas then! You just can't get out of THAT ROOM! Or can you? At last, after all this time, the secret has been discovered and revealed by a regular reader and long standing correspondent, Brian Moore of Hall i' th' Wood, Bolton.

Not only can you get out, says Brian, you MUST go in, for to complete the game you need the calculator!

Many thanks, Brian, for the info. I believe that every Adventure has been solved by a C&VG reader somewhere!

WHAT DO YOU LOOK FOR?

The relatively large memory, plus the graphics and sound capability of current micros allows Adventure games to be written in many different formats.

For example, illustrations can be provided, music and sound effects can be added, the map made extensive, text verbose or plot extremely complex. Any one of these features, or combinations thereof, can be added to what was once the standard size of game.

This means that the Adventurer has a choice not only of title, but of type of game. He can play the highly graphical *Valhalla* or the complex and verbose *Zork*, he can listen to *Groucho's* music, or he can explore the massive spaceship in *Snowball.* Which of these features makes for an absorbing Adventure is very much a matter of individual preference.

Even if any particular one does not happen to be your cup of tea, it must be admitted that all of the above Adventures are very good of their kind. But what of the attitude that anything not "state of the art" is somehow inferior?

Why, for heaven's sake, SHOULD every feature of a micro be used in a game? If an Adventure game is satisfying to play and contains a compact plot and some interesting puzzles, it may well be completely spoiled by adding the use of every advanced feature of the machine on which it is played just because they are there.

Are graphics really an enhancement if they slow the response beyond the player's boredom tolerance? Colour graphics were a novelty when first available on cheap micros, but nowadays, since they are so commonplace, they can be a pain if not handled imaginatively. To my mind, that means using them interactively or sparingly as an integral part of the game, rather than as a pictorial representation of the text. Otherwise, why not save the programming effort and provide an old-fashioned picture book to accompany the game?

Furthermore, however realistic or melodic a sound accompaniment might be, it can become maddening if too loud and repetitive.

Finally, to the text. Do you really want to have to read screenfuls of repeated text every time you press ENTER? On the other hand, very short descriptions can destroy a game unless every syllable is put to use to convey the message, be it exciting, cryptic, or humorous.

What sort of Adventure game do YOU enjoy? What do you look for in the perfect Adventure? Write and tell me whether you are a text Adventure addict and whether you prefer a graphics orientated game or look for other features.

What micro do you play on and what do you see as the strong points and weaknesses in the Adventure games available for it?

Address your letters to Keith Campbell, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

OUR HALL OF FAME GAMES

C&VG knows that all you gaming fans are just dying to make your mark on the universe's premier computer magazine. Well, now's your chance. Just send in the Hall of Fame coupon with your hi-score and a flattering little photo of yourself and, if the score is high enough, we'll include your picture as well as your name.

ARCADIA

One of the best selling games around from Imagine. You can enter on the Spectrum or Vic versions — but don't forget to tell us which!

ATIC ATAC

A great new graphic adventure-style game from Ultimate.

DIAMONDS

English Software have high hopes for this mining game and are even offering a diamond as a prize! For the Atari owner.

JET-PAC

The game that made Ultimate a top name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic.

KRAZY KONG

The best version of Donkey Kong we've seen for the Vic. From Anirog.

MANIC MINER

Sheer addiction for the Spectrum from the Bug Byte people.

PLANETOID

Acornsoft's brillant version of Defender for the BBC. At Acornsoft, Neil Raine holds the top score of 408,000 — beat that!

SPLAT

Help Zippy survive in this extremely playable game from new games company Incentive Software.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Ziggy beat the nasties.
(On The Pyramid, please send your high scores direct to Fantasy at the address on the cassette inlay and NOT to *C&VG*. Fantasy have their own way to verify scores.)

ZALAGA

Space age action from Ardvark for the BBC.

ARCADIA SPECTRUM

1) D. Iles, Bridgwater, Somerset — 2,112,762
2) Andrew Milner, Hull, Humberside — 1,747,681
3) Fraser Watson, Sheffield, South Yorks — 952,149
4) D. Szewczyk, Sheffield, South Yorks — 718,176
5) Martin Jones, Amersham, Bucks — 653,015

ATIC ATAC

1) N. Leeds, Cardiff — 1,316,795
2) Daryl Unwin, Camberley, Surrey — 525,369
3) Wesley Kerr, Glasgow — 442,440
4) Stephen Laverback, Selby — 370,915
5) Jonathon Southern, Leek, Staffs — 355,000

DIAMONDS

1) Michael O'Mahony, Republic of Ireland — 5,997
2) Jeremy Askew, Kingsthorpe, Northampton — 4,126
3) Richard Davenport, Stockport — 4,121
4) Neil Taylor, West Midlands — 4,099
5) John Marshall, Nottingham — 3,943

JET-PAC

1) Derren George, Portesham, Dorset — 13,652,750
2) Lee Milne, Lancaster, Lancs — 12,892,750
3) John Thake, Ely, Cambridge — 12,857,815
4) Alan Ball, St Helens, Merseyside — 8,930,385
5) Jonathon Jones, Solihull, West Mids — 7,306,857

MANIC MINER

1) Daryl Unwin, Camberley, Surrey — 5,000,083
2) Paul Rattray, Kinnoull, Perth — 2,642,037
3) Julian Rignall, Dyfed, Wales — 2,000,923
4) A. Procter, Leeds — 1,970,815
5) Stephen Lynch, Wallasey, Merseyside — 1,763,590

PARSEC

1) Andrew Smith, Alloa, Scotland — 8,065,200
2) Neville Harrington, Dagenham, Essex — 2,194,300
3) Leon Smith, Gwent — 1,169,300
4) Matthew Cramp, London — 156,800
5) Paul Watson, Harrow, Middx. — 151,700

PLANETOID

1) Simon Killoch, Weymouth, Dorset — 1,114,100
2) Richard Tipper, Chesterfield, Derbyshire — 721,700
3) Paul Dhonan, Reigate, Surrey — 696,200
4) Matthew Constable, Andover, Kent — 682,800
5) Peter Harrison, Exeter, Devon — 593,550

THE PYRAMID

1) Giles Ahern, Surrey — 137,499
2) Alastair Douglas, Northern Ireland — 137,077
3) Joanne Thompson, Merseyside — 136,731
4) Scott Hamilton, Lanarkshire — 136,616
5) Graham Phillip, Wiltshire — 136,233

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1) Mark Davis, Suffolk — 5,284,170
2) J. C. Taylor, Whittlesford, Cambs — 1,286,400
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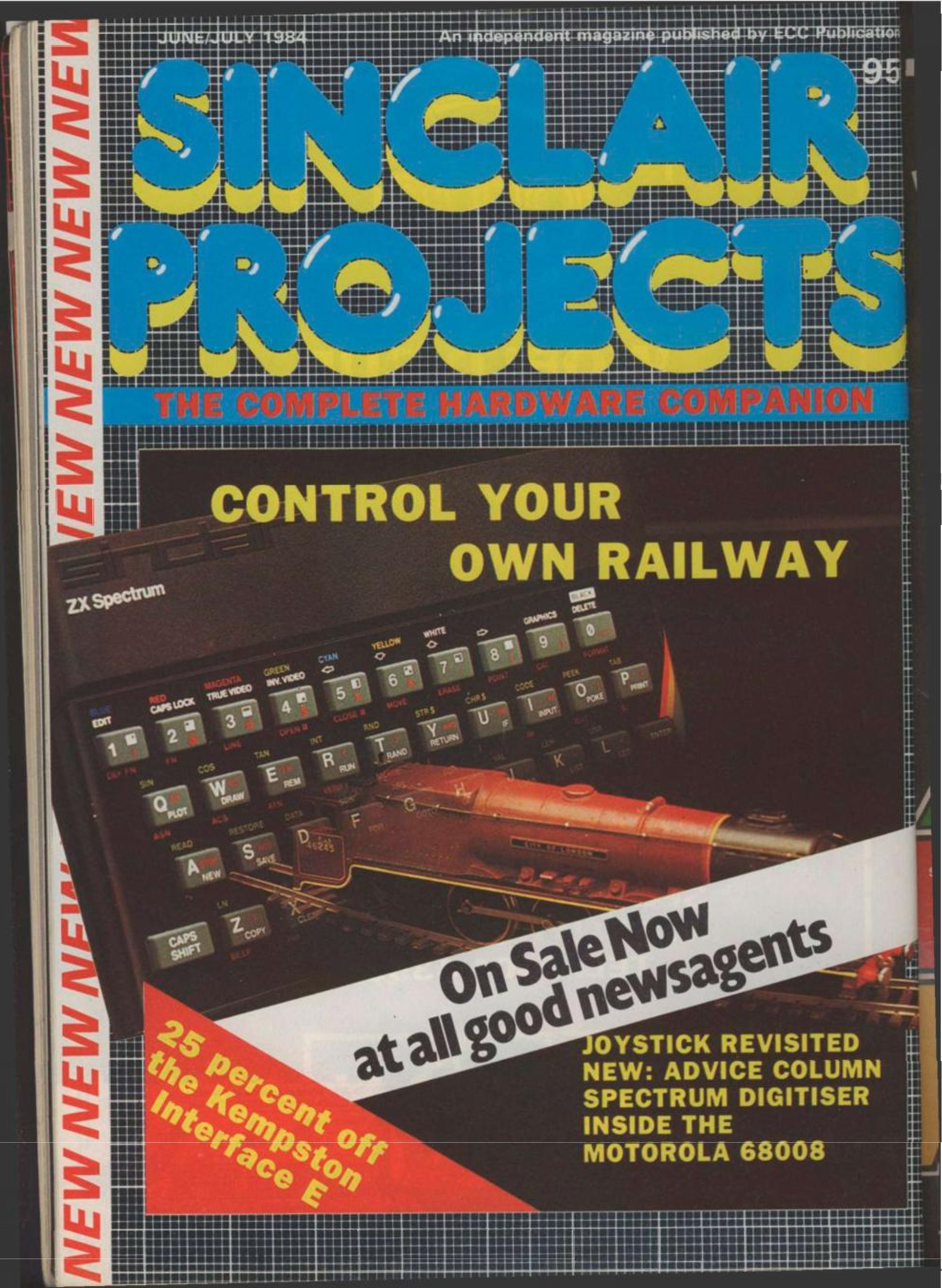

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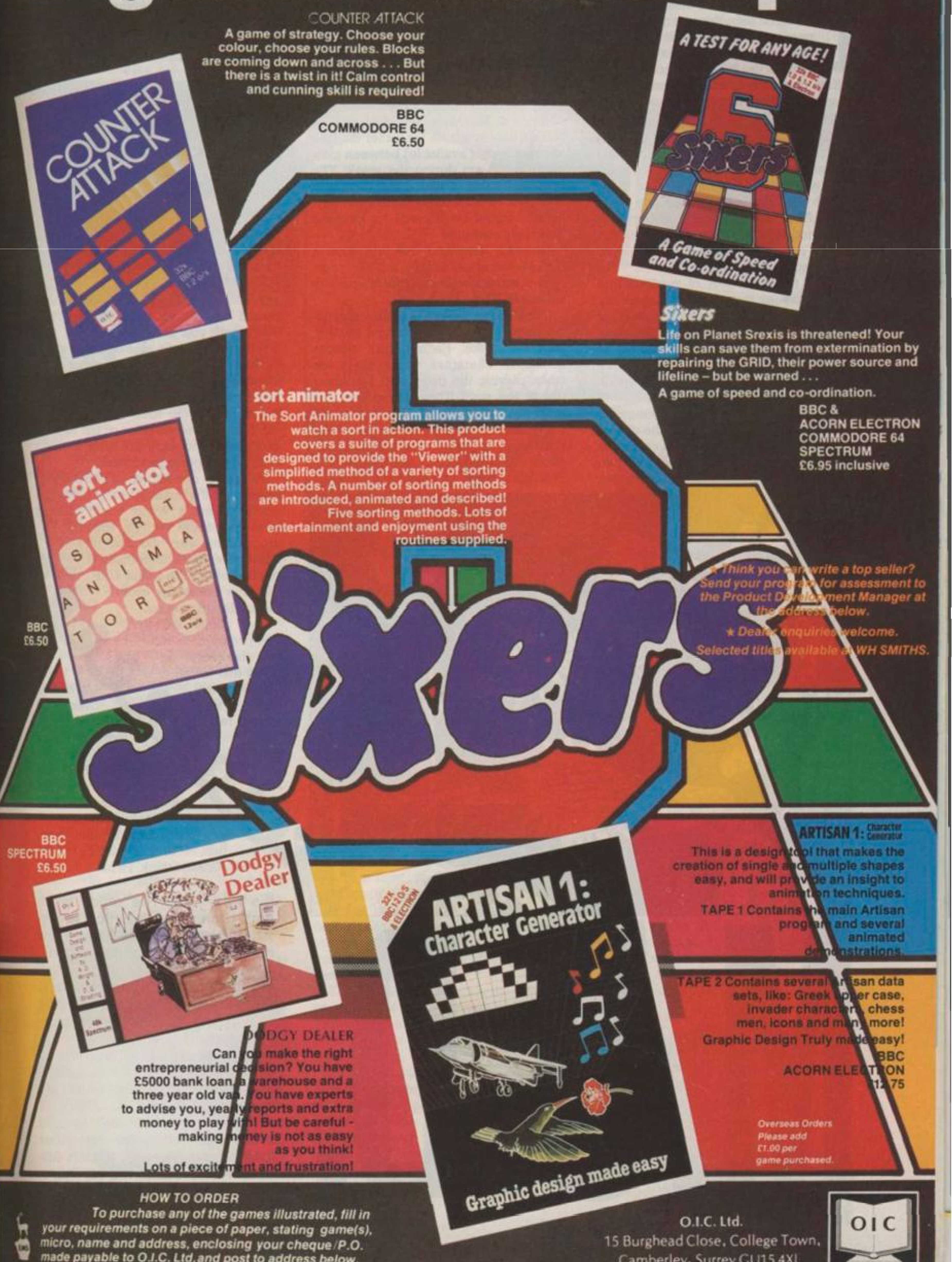
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M.U.D.

It's midnight. The office is silent. Computer fanatics everywhere are settling down to a few hours' rest. But scattered thinly around the country, a small dedicated band of night owls is awakening. You can tell that they're around because phones start to tinkle. And you hear the desperate cry of "What's wrong with the PSS exchange now?" and "Who knows where I left my password?" This is MUD. A nocturnal sport known to, and loved by, dedicated computer junkies everywhere. It's an Adventure, sure. But it's far more. ROBERT SCHIFREEN explains.

Linking a micro to a larger computer via the phone lines was first brought into the average micro user's price range last year, by Micronet. This is a system which runs on the Prestel computers and offers up-to-the-minute information especially for the micro user.

The new piece of equipment introduced to the micro owner, to take advantage of this new application, was the modem. This converts the frequencies which the micro handles into those which the telephone system can cope with. After all, our phone system was designed for people to speak into and not for computers to squeak into at very high frequencies.

With the right sort of modem, you don't have to stop at Micronet. Many people are now discovering ways of linking their micros to large, mainframe computers. Ways both legal, and not so legal—gaining access to a computer on which they do not belong or for which they have not paid, for example.

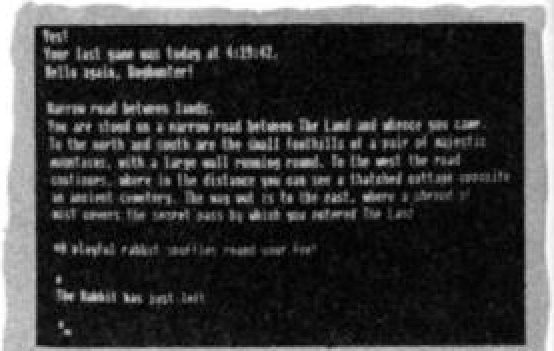
MUD stands for Multi-User Dungeons and Dragons. It's a version of the classic adventure game and runs on a computer at the University of Essex. The *D&D* part is quite normal. It's the multi-user idea which makes it novel. More than one person can actually be playing the game at the same time. In fact, up to 36 people can play at one time.

Access is via the telephone lines and is perfectly legal. A special non-charged account has been set up especially for MUD players. The reason that dedicated MUDders are nocturnal is that it's only available (or rather the free account is only available) between midnight and 6 am during the week. The reason for this is that if the computer was tied up with MUD during the day, access would be difficult for genuine university students!

Anyway, assuming that you have a suitable terminal (usually a BBC + modem + some scrolling software) you can access MUD.

Once you've logged in to the university's computer system, you type MUD to start the game. Each player assigns himself a character which they use when playing the game and you enter this at the start. Then comes the real multi-user part. Type WHO and the computer will tell you the names of the characters currently playing. Looking down the list, I notice that Denise the Witch is around, so I just type: "Denise, hello there" and my message appears immediately on that person's screen.

There's no need to say who I am as the computer will do this for me. Whatever Denise happens to be doing, her screen will scroll up and say: "Bug Hunter tells you, hello there".



```
Yes!
Your last game was today at 4:19:42.
Hello again, Bughunter!

Narrow road between lands.
You are stood on a narrow road between The Land and whence you came.
To the north and south are the small foothills of a pair of majestic
mountains, with a large wall running round. To the west the road
continues, where in the distance you can see a thatched cottage opposite
an ancient cemetery. The way out is to the east, where a shroud of
mist covers the secret pass by which you entered The Land.

A playful rabbit scuttles round your feet

*
The Rabbit has just left

*
```

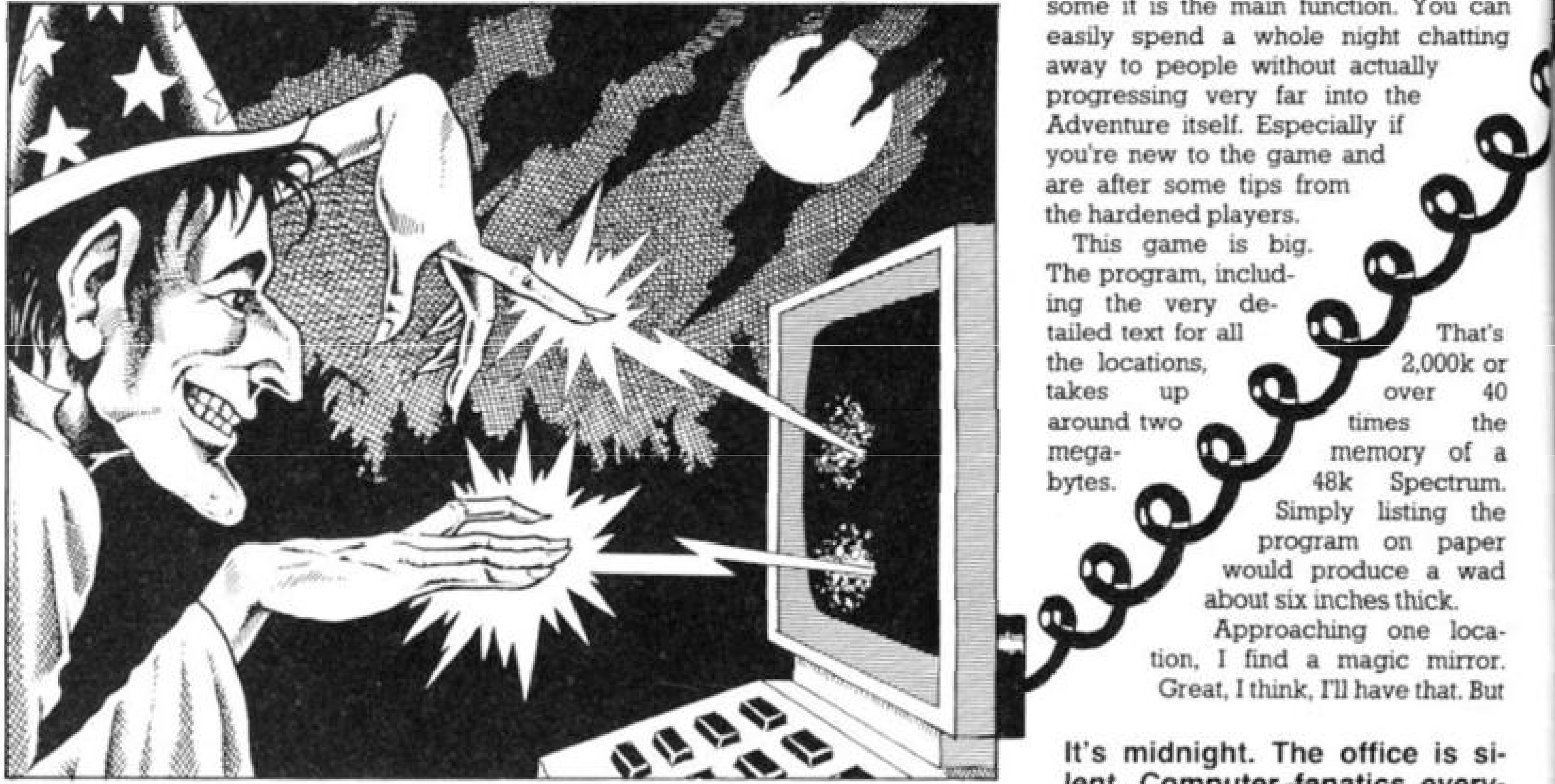
This is real time — I've missed my chance to kill the bunny again!

If I want to talk to everyone at the same time, I can use the shout command. Typing: "Shout, who's out there?" will produce the message "Who's out there?" on all the users' screens. They can then choose whether or not to reply and whether to reply privately to me or to shout the message around.

Talking is one aspect of MUD and to some it is the main function. You can easily spend a whole night chatting away to people without actually progressing very far into the Adventure itself. Especially if you're new to the game and are after some tips from the hardened players.

This game is big. The program, including the very detailed text for all the locations, takes up around two megabytes. That's 2,000k or over 40 times the memory of a 48k Spectrum. Simply listing the program on paper would produce a wad about six inches thick.

Approaching one location, I find a magic mirror. Great, I think, I'll have that. But



before I can type "get mirror", somebody else has beaten me to it! This is the other aspect of MUD. You are actually battling "live" against other players.

The only way to get the mirror back from Denise is to kill her. Of course, there's no guarantee that I'll win. She'll probably kill me instead and I'll have to start again!

Now, here's some of the background to the Adventure itself. Most of what follows was told to me one night by a player under the name of Whizkid. This is the beauty of such a game—there's always someone around to answer your questions.

As well as the constant chat facility, you're also playing a very large Adventure game. Each description, as you'll see from the photograph, is detailed and lengthy. If you're fairly experienced and don't need all the detail then type BRIEF and only the first sentences will be printed. If, on the other hand, you need all the help you can get then type VERBOSE, which is the opposite of BRIEF.

The object of the game is to collect treasure. Dropping it in the swamp will then give you the points associated with that object.

As you collect more points, so your character will change. You start off as a novice and progress through characters such as wizard and necromancer. Of course, if you're a female character then you'll be a witch or a necromancess. There are, in all, ten levels.

Stamina is important. Its value ranges between 1 and 100, the higher the better. Stamina will help you in a fight with another player. A fight will also take up some of your stamina. To replenish stamina you must sleep.

One of the first words which many people type when playing an Adventure for the first time are naughty ones. But MUD will not allow this. Using bad language will destroy you and the computer will say: "In an attempt to keep this game uncorrupted you have been killed."

If you are killed in a fight with another player then you are dead. Your character has been destroyed. You will have to log in again and reassign the character or create a new name for yourself. If you die by self-inflicted means like jumping off a cliff then you can still continue playing under the same character.

Just like other adventures there are objects. But because you're not the only player, the objects will not always be in the same place. If Lacrima the witch picks up the sword and drops it near the well, then when you get to the well you'll find the sword there!

You can use the objects to attack players. For example, you can type: "Kill Denise with sword". Denise will then be informed that you are trying to kill her and can take appropriate action. If she has more points than you then she'll probably win the fight. Alternatively she can type FLEE, but you lose points for being a coward.

Talking to a player is easy. Just type the character's name followed by a comma and then the message. So to greet Lacrima the witch, just type: "Lacrima, hi there!"

You can also talk to selective players according to their experiences. For example, type "novice, hi there newcomers!" and all novices will instantly receive your message.

If you're an inexperienced novice then you can, if you want, choose to enter berserk mode which, as the name implies, will make you berserk! Berserkers have a greater chance of survival if they get involved in a fight. You also have the ability to retrieve the "longsword" from the Excalibur-like rock in which it stands. But a berserker can't flee in a fight. He—or she—must stay and face up to the opponent.

If you have enough power, you can cast spells. You have the ability to summon another player to wherever you happen to be in the game. You can also chase them.

You may also interrogate the computer and ask it where certain objects are hidden. Wizards can even snoop on other players and see exactly what they're typing.

MUD is rapidly becoming a cult game among computer nocturnals. The night during which I played I conversed with around a dozen people, from as far afield as Tokyo!

The game is very user friendly. If you type a word which the computer does not recognise then it will try to help you. If you then feel guilty and type "Sorry", the machine will reply with: "Oh that's quite all right, no need to apologise".

To play MUD, you'll need a suitable terminal with some software and also a modem. Although not perfect, a normal Micronet terminal will work.

You'll also need an account with British Telecom's Packet Switchstream, PSS.

This is a national network of special telephone lines which you access with a normal local phone call and your own password. So although the game runs on a computer in Essex, you can phone it at local rates. You can find out more about PSS from your local British Telecom office.

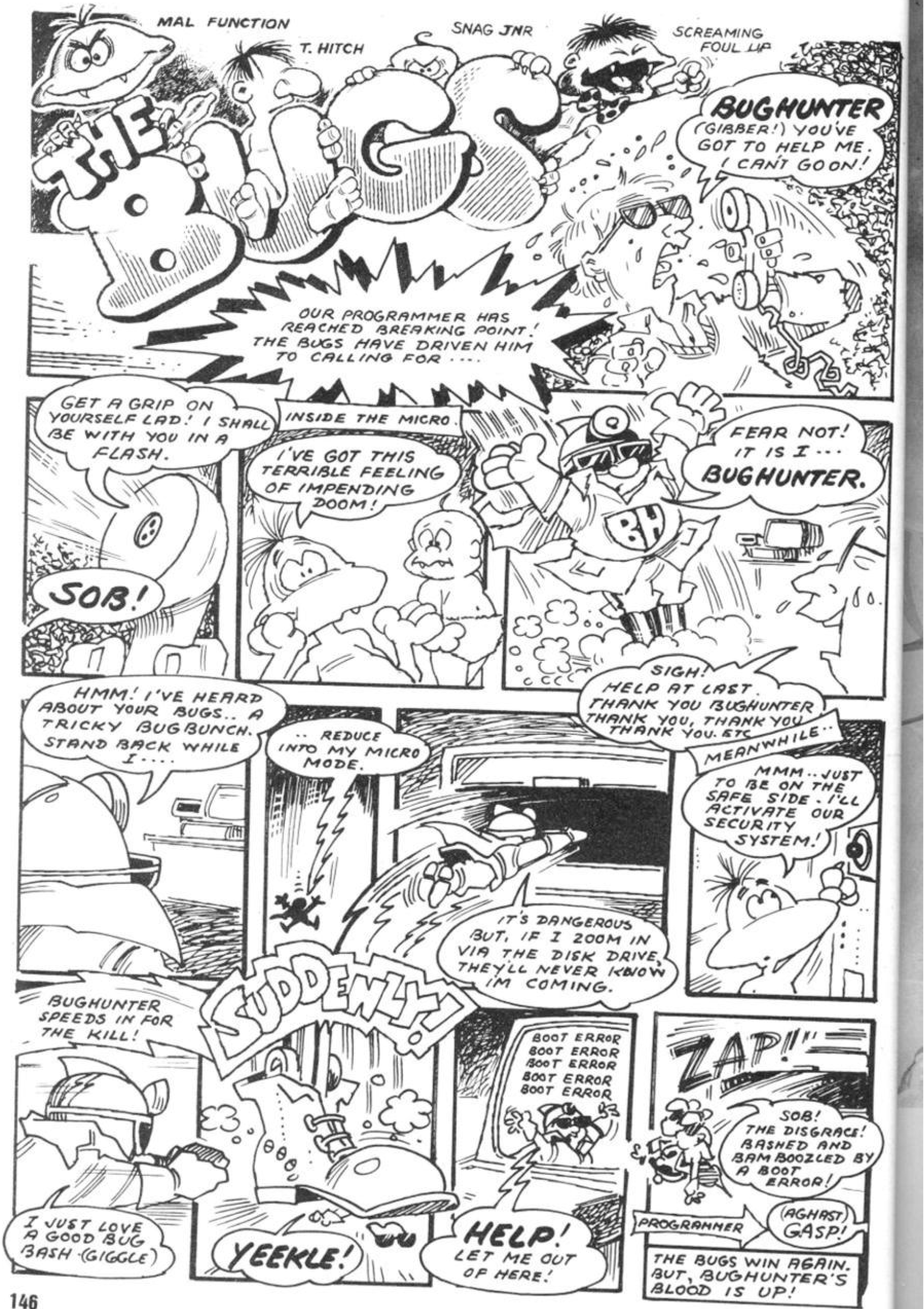
The reason why a Micronet terminal is far from ideal is not the modem itself but the software. So if you use a BBC for accessing Micronet then you can buy some different software.

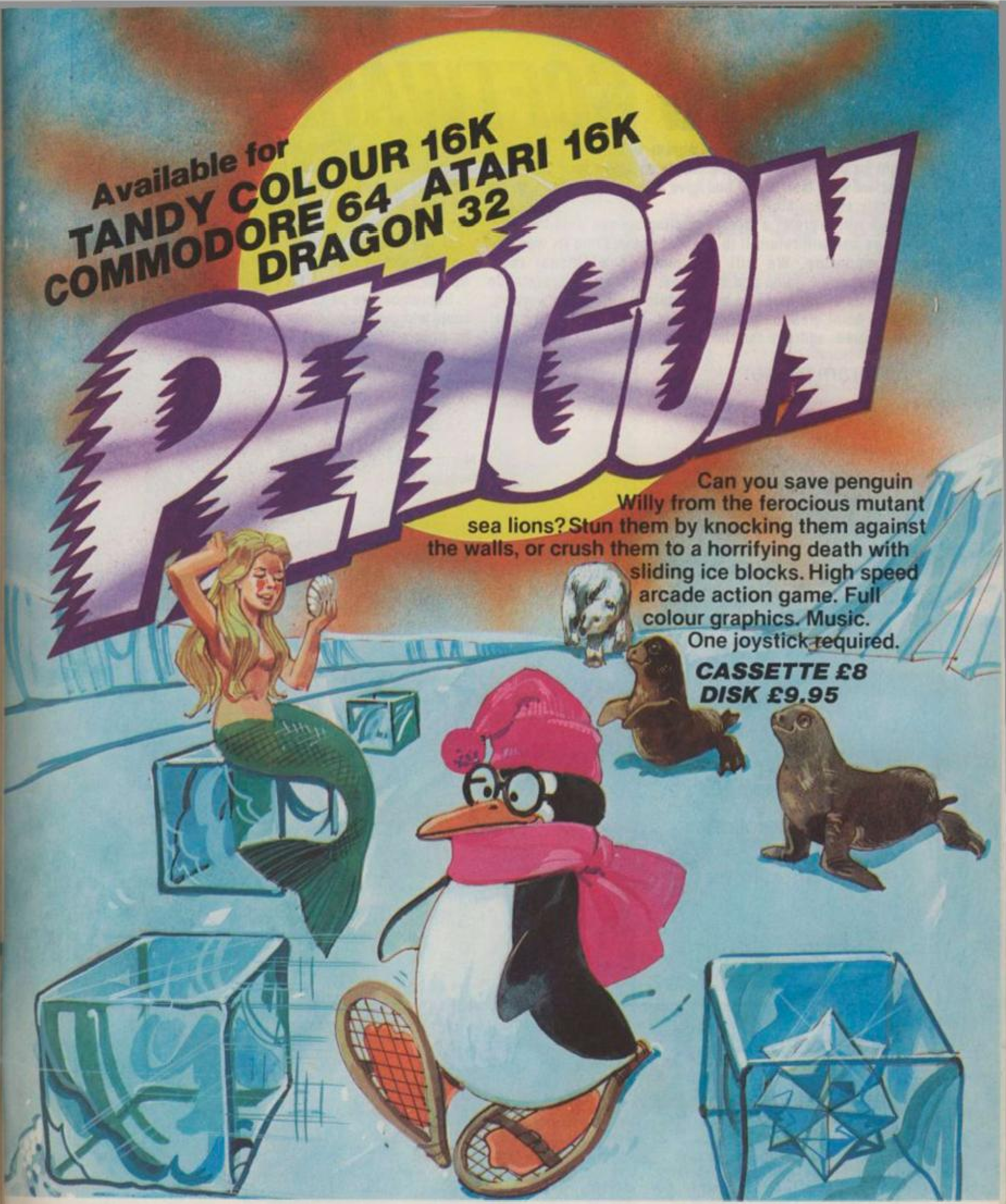
You'll need some which scrolls the screen, as opposed to Micronet which starts printing at the top of the screen again each time it reaches the bottom.

Although the normal Micronet software will work, you'll have to keep clearing the screen after each page otherwise the text will become unreadable. If you're using a BBC, the clear screen character is CTRL-L. On a Spectrum, you may be able to adapt the software to send the screen clear character, which is ASCII 12.

It's 6.35 am and the sun is now rising over the *C&VG* offices. I've been talking to Whizkid, Denise, Lacrima and the like all night. And we've never actually seen each other or heard their voices.

Whether this is a good idea, I don't know. Personally, I'm off for some breakfast.


MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
THE BUGS
BUGHUNTER (GIBBER!) YOU'VE GOT TO HELP ME. I CAN'T GO ON!
OUR PROGRAMMER HAS REACHED BREAKING POINT! THE BUGS HAVE DRIVEN HIM TO CALLING FOR ....
GET A GRIP ON YOURSELF LAD! I SHALL BE WITH YOU IN A FLASH.
SOB!
INSIDE THE MICRO.
I'VE GOT THIS TERRIBLE FEELING OF IMPENDING DOOM!
FEAR NOT! IT IS I ... BUGHUNTER.
BH
SIGH! HELP AT LAST. THANK YOU BUGHUNTER THANK YOU, THANK YOU THANK YOU. ETC
HMM! I'VE HEARD ABOUT YOUR BUGS.. A TRICKY BUGBUNCH. STAND BACK WHILE I ....
.. REDUCE INTO MY MICRO MODE.
MEANWHILE..
MMM.. JUST TO BE ON THE SAFE SIDE. I'LL ACTIVATE OUR SECURITY SYSTEM!
IT'S DANGEROUS BUT, IF I ZOOM IN VIA THE DISK DRIVE, THEY'LL NEVER KNOW I'M COMING.
BUGHUNTER SPEEDS IN FOR THE KILL!
SUDDENLY!
BOOT ERROR
BOOT ERROR
BOOT ERROR
BOOT ERROR
BOOT ERROR
ZAP!!
SOB! THE DISGRACE! BASHED AND BAMBOOZLED BY A BOOT ERROR!
I JUST LOVE A GOOD BUG BASH (GIGGLE)
YEEKLE!
HELP! LET ME OUT OF HERE!
PROGRAMMER
(AGHAST) GASP!
THE BUGS WIN AGAIN. BUT, BUGHUNTER'S BLOOD IS UP!



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We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: ....

Machine make: .... Model ....

Other models it should run on: .... Number of K needed to run it: ....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: ....

Author's Christian name: .... Surname: ....

Address: ....

....

.... Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

....

....

Office use only

Date received: ....

Acknowledgement sent: ☐

Name of evaluator: ....

Date sent out: ....

Date due back: ....

Needs to be returned to author for alterations: ☐ Date sent: ....

Due to be published in .... issue of magazine.

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐

sinclair
Driller Tanks
Zipper Flipper
Stop The Express
Eric & the Floaters
Bubble Buster

A fine day for tennis on your Spectrum

This is Wimbledon.

The home of British tennis, enjoying Britain's fine weather.

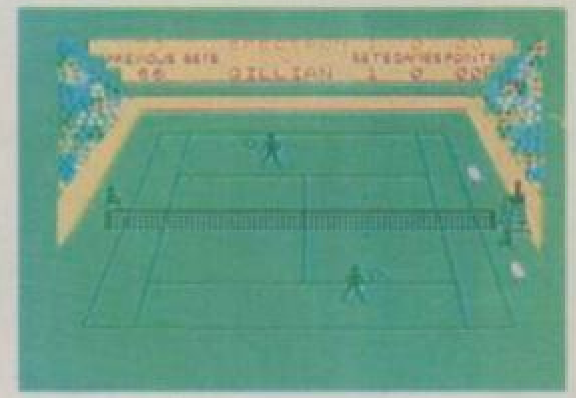
But this summer, things will be different. If rain stops play on court, you'll be able to carry on playing – with Sinclair's 'Match Point'.

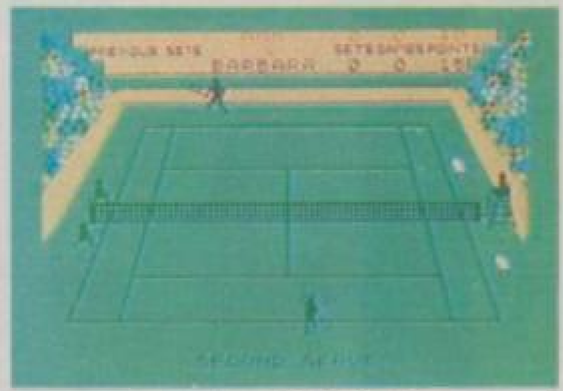
'Match Point' is one of six new, all-action programs for your Spectrum. It lets you play tennis against the computer, a friend, or just sit back and watch an exhibition match.

Enjoy all the features of tennis – backhand and forehand shots, lobs, drop-shots, volleys, a scoreboard . . . even ball boys are on-call.

But good tennis strokes aren't everything. To win the Match Point Open Championship you'll need skill *and* tactics.

Luckily, though, you won't have to rely on the weather!


PREVIOUS SETS
GILLIAN
SETS GAMES POINTS


PREVIOUS SETS
BARBARA
SETS GAMES POINTS
SECOND SERVE

'Match Point' has been developed by Psion, one of the UK's top software houses.

You'll find it alongside Sinclair's other new titles – Stop the Express, Bubble Buster, Zipper Flipper, Eric and the Floaters and Driller Tanks – in the shops, today.

At £7.95, it's a real winner!

Selected Sinclair software lines are available from W.H. Smith computer stores, larger branches of Boots, John Menzies, Greens and most other software stockists nationwide.

Sinclair Research Ltd, Camberley (0276) 685311.

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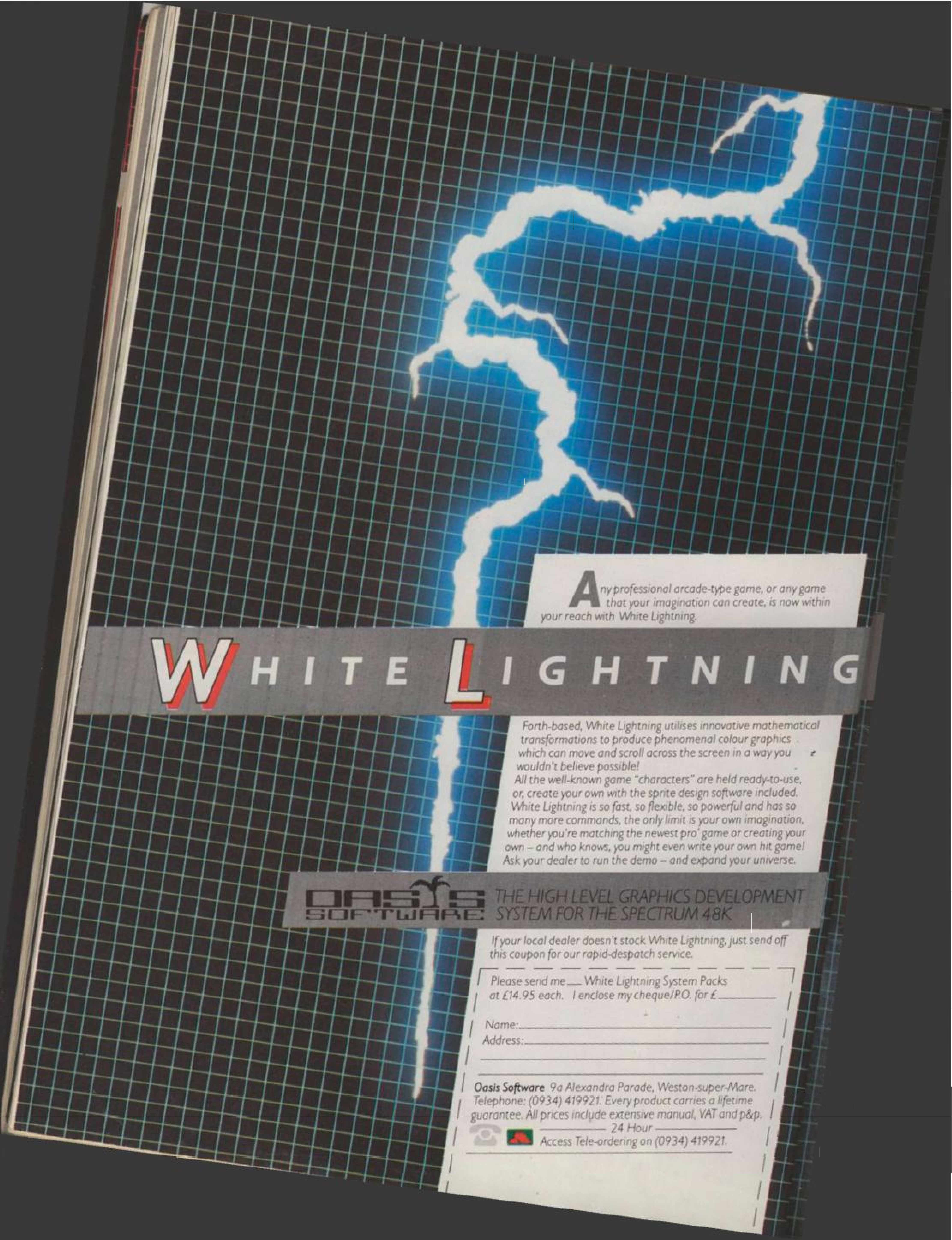

Any professional arcade-type game, or any game that your imagination can create, is now within your reach with White Lightning.

WHITE LIGHTNING

Forth-based, White Lightning utilises innovative mathematical transformations to produce phenomenal colour graphics which can move and scroll across the screen in a way you wouldn't believe possible!

All the well-known game "characters" are held ready-to-use, or, create your own with the sprite design software included. White Lightning is so fast, so flexible, so powerful and has so many more commands, the only limit is your own imagination, whether you're matching the newest pro' game or creating your own – and who knows, you might even write your own hit game! Ask your dealer to run the demo – and expand your universe.

OASIS SOFTWARE THE HIGH LEVEL GRAPHICS DEVELOPMENT SYSTEM FOR THE SPECTRUM 48K

If your local dealer doesn't stock White Lightning, just send off this coupon for our rapid-despatch service.

Please send me ___ White Lightning System Packs at £14.95 each. I enclose my cheque/P.O. for £______

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Oasis Software 9a Alexandra Parade, Weston-super-Mare.
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24 Hour
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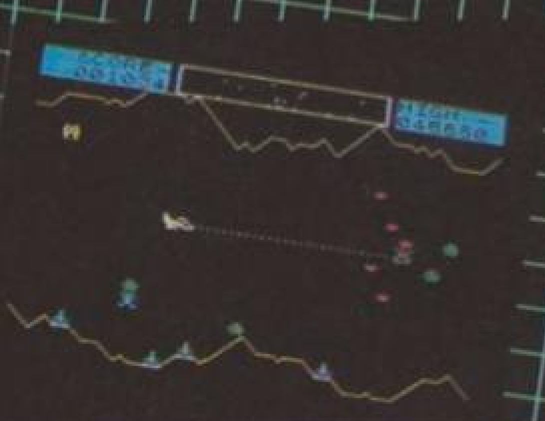
THE GAMES LANGUAGE OF THE 80'S!

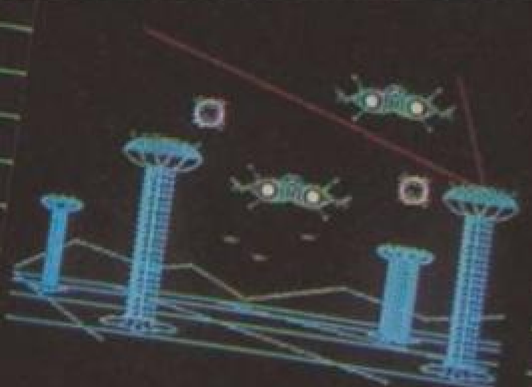
Now, without any knowledge of machine code, you can write fast, smooth, professional, totally original games and market them **without paying royalties.**
Even if you have already mastered machine code, we believe that the time and problems saved by writing in **White Lightning's** FORTH– based high level language could revolutionise commercial games writing for years to come.

IDEAL IDEAL is an Interrupt Driven Extendible Animation sub-Language. Once you have mastered IDEAL's easy to learn set of over 80 commands and just a little FORTH, you will be ready to produce arcade-quality games even if you don't know machine code. Up to 255 Sprites, each with its own user-defined dimensions can be moved around the screen (or memory), scrolled, spun, reflected enlarged or inverted with amazing speed and smoothness. Operations are possible between screen windows, Sprites and Sprite windows. Sprites can even stretch across several screens, so those difficult scrolling landscapes that form the basis of so many games are easy to achieve. Sinclair's own sound and graphics commands such as CIRCLE, DRAW and BEEP are fully supported, and there are some unique collision detection facilities.

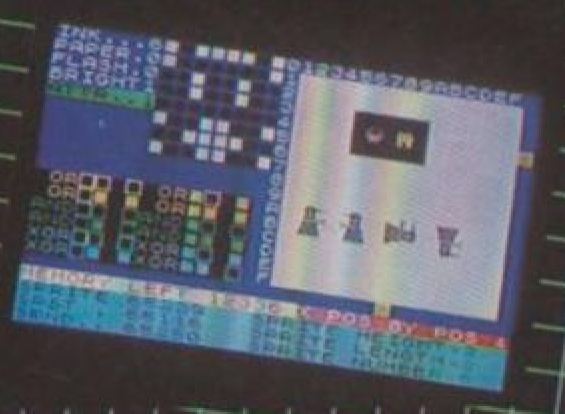


MULTI-TASKING Because **White Lightning** uses interrupts, you can effectively run two programs at once. This means of course, that games like Space Invaders and Defender can be written without complex timing calculations. So while one program smoothly scrolls the landscape, the second animates the other characters. This is undoubtedly one of White Lightning's most powerful features.

THE KEY TO PROFESSIONAL GAMES DESIGN



MARKETING AND PORTABILITY Although **White Lightning** uses an integer FORTH as its host language, programs can be written in a combination of BASIC, FORTH, IDEAL and machine language.
What is more, programs written in FORTH/IDEAL will be highly portable between the Spectrum and implementations under development for other popular micros.
When it comes to marketing your completed games, there's no problem either. In fact Oasis themselves will offer to market outstanding software.



SPRITE DESIGN White Lightning, comes complete with a separate 20K program for developing the Sprites used in the main system. Not only can you use this to design your own Sprites from scratch, it also comes complete with 168 pre-defined characters covering games like **Asteroids, Pac-Man, Assault Course, Defender, Space Invaders, City Bomber, Lunar Lander, Frogger, Centipede, Donkey Kong** and many, many, more. These characters are ready to use or can be enhanced. And Sprites can be saved to tape between editing sessions before being finally loaded into the main program.

Oasis Products are available from Boots

and all good software suppliers. Including:

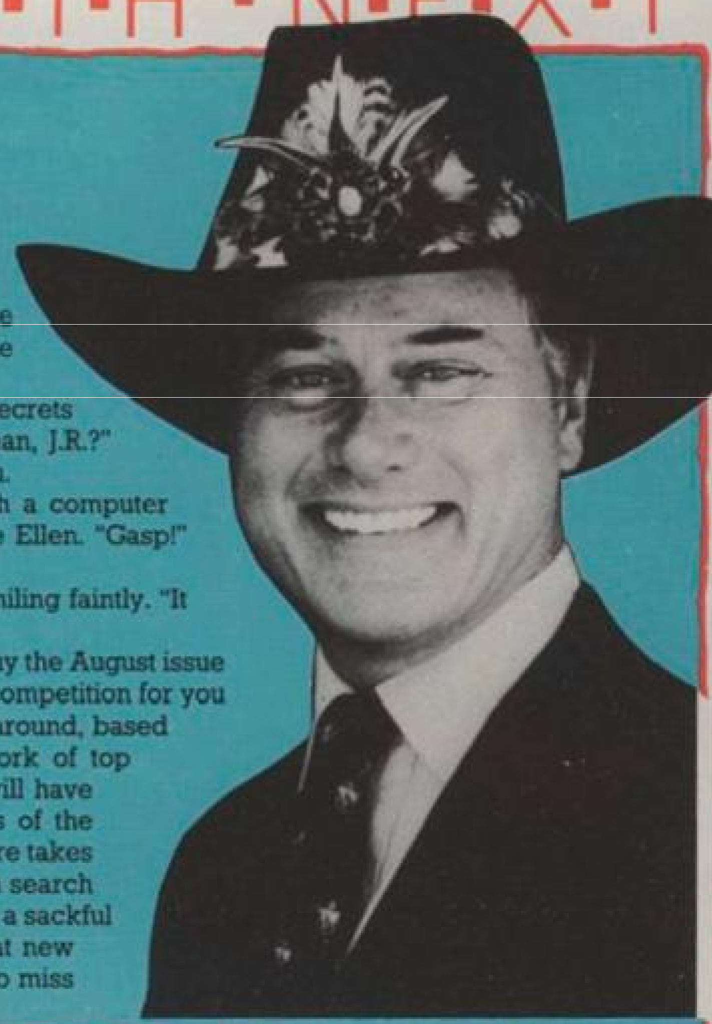
Websters, Games & Computers, Microdeal, The Dragon Dungeon, PCS Distribution, Pilonmist, Goal Computers (France), Falck Computers (Scandinavia) and Joylab (Germany).

If your local dealer does not stock our products then let us know his address and we will contact him.

COMING SOON
the power of White Lightning on the
COMMODORE 64!

N•E•X•T • M•O•N•T•H • N•E•X•T

TAKE A SHOT AT J.R.



MEANWHILE . . . back on Southfork ranch, J.R. is looking worried. "Bobby, Sue Ellen, get in here quick!" he shouts. Bobby and the lovely Sue dash into the luxuriously furnished living room.

J.R. looks sternly at them. "Who's been giving away our secrets then?" he quizzed the guilty looking pair. "What do you mean, J.R.?" asked Sue Ellen, fluttering her eyelashes in a surprised fashion.

"I've just heard that some smart-alecs have come up with a computer game based on us!" he growls menacingly. "Gasp!" says Sue Ellen. "Gasp!" says Bobby. Cue dramatic music!

"But, J.R., that's not really a bad thing is it?" says Bobby, smiling faintly. "It sure is," screams J.R. "I'm not making any money out of it!"

But YOU, dear reader, could get something out of it if you buy the August issue of *Computer & Video Games*! We've got an exclusive *Dallas* competition for you to enter. The prizes? Copies of the newest Adventure game around, based on the world famous TV soap opera. The game is the work of top American games house—Datasoft. Regular *Dallas* viewers will have an advantage as they know the various quirks of the stars of the show—but anyone can play. This splendid illustrated adventure takes you inside Southfork and into the jungles of South America in search of the black stuff. Our friends at Centresoft have come up with a sackful of this new game just for *C&VG* readers. And there's a great new Bruce Lee Kung-Fu game up for grabs too! You can't afford to miss August's *Computer & Video Games*.

MYSTERY ADVENTURE!

In keeping with our soap-opera theme, we've commissioned a top Adventure games writer to get together an exclusive program based around a very famous soap opera which can be seen every week on British TV. Mystified? You won't be if you rush out and get the August issue of *C&VG*. All will be revealed on July 16th.

PLUS, PLUS, PLUS!

We'll also have our regular diet of great readers' programs, lots of interesting competitions, tons of the latest reviews, news and opinions, plus lots more terrific things too numerous to mention. Remember, you can't afford to miss *C&VG*—so why not place an order with your friendly newsagent now?

MICRONET 800

You may remember some months back we announced a *C&VG*/Micronet competition which gave you the chance to win an amazing Micronet modem plus lots of other goodies. All you had to do was let Micronet have your best games listing! Well, the program testers at Micronet have been busy looking at your entries for the contest—but they want more!

So we've decided to extend the contest and relaunch it next issue. If you've already entered, don't worry. Your programs are in safe hands and WILL be considered along with the new entries. So watch out for the next issue and the new improved entry forms!

FACE THE MUSIC

The micro-music contest featured in April's *C&VG* created quite a stir among the musically minded micro owners out there. We received several hundred entries and we reckon that all of them are potential top twenty hits. But we've only got three prizes to give away so it's going to take a lot of soul-searching and listening before we finally make up our minds. Vince Clarke, ex of *Depeche Mode* and *Yazoo*, now of *The Assembly*, will be giving us a hand in the final judgment and we'll announce the winners in our next issue. So if you entered, don't miss our August issue—order yours today!

To my newsagent: Please deliver/reserve me a copy of Computer & Video Games every month. Price 85p.

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M•O•N•T•H • N•E•X•T • M•O•N•T•H

GOD'S LATEST!

A

TWILIGHT ZONE

FOR ANY SPECTRUM
Twilight Zone by Nick Outram
You have now entered the Twilight Zone against your wishes. Your only thoughts are of escape but the powers that be have decreed that to be set free you must compete and win in the games. You have to reach the Ultima Zone. We wish you all the best, Earthling.

Thor
Games from the Gods

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ALL PROGRAMS ONLY
£5·95
Including VAT 1st Class Postage & Packing by return

B

Wonder Worm

FOR THE BBC 'B'
Wonder Worm by Kevin Bramhill
Help Wally the worm turn into the mighty Wonder Worm by moving him around his garden eating the special pods as he goes. But beware not everything in Wally's Garden is friendly as you will soon find out.

C

FOR ANY 48K SPECTRUM
Gremlins by Chris Kerry
Uranium has become the main fuel for Earth. Unfortunately Earth's supply of Uranium is dwindling fast. Jupiter has unlimited supplies of the precious metal, only one problem faces the intergalactic miner robots from earth: GREMLINS.

D

Night Stalker

FOR ANY SPECTRUM
Night Stalker by Frankie Dunn
While working on a top secret experiment for the government, Professor Amron dropped some of his special formula onto the floor. Within minutes, the insects that were on the floor, became noticeably larger.
Your mission, to kill the insects before they can breed, but beware of the deadly Centipede.

E

JACK AND THE BEANSTALK

FOR ANY 48K SPECTRUM
Jack and the Beanstalk
by Chris Kerry
Will Jack get the riches from the Giant's castle without being stomped on. Will he climb the beanstalk without falling off: only you (and Jack) will know as you rush around looking frantically for the treasures you desire.

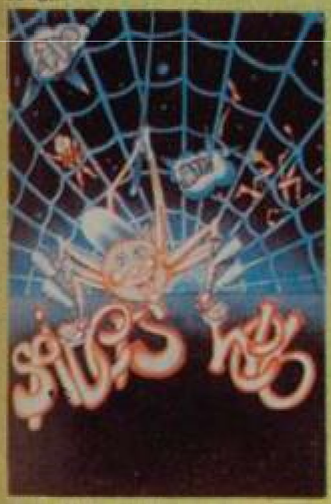
F

FOR THE 3K OR 8K EXPANDED VIC 20
Luv Bug by John Parker
Dudley is a bit of a Romeo, now try telling that to his girlfriend Bertha; she'll kill you. And that's what she intends to do to Dudley if she ever catches him. Linda is the new woman in Dudley's life and Dudley will need all your skill to help him avoid Bertha and still see Linda. Oh for the joys of Love!

G

FOR THE BBC 'B'
Blocker by Martin Sykes
Poor Oswald is trapped inside a video game by the evil arch enemy the Bomber. His only chance of survival lies in your hands as you guide him around his ever decreasing grid.

H



FOR ANY SPECTRUM
Spider's Web by Peter Milne
Micky is a greedy little spider. He traps lots of Flies and Wasps on his web and then stores them to eat later but it's tough for Micky, as the Flies bite back.

I

FOR ANY SPECTRUM
Mega Fruit by Bob Hitching
This is the ultimate fruit machine, with all the features of the real Arcade machines, such as Nudge, Hold, Gamble etc.

J1 VIC 20 J2 CBM 64

3D SILICON FISH

FOR THE UNEXPANDED VIC 20 and the CBM 64 (CBM with Adman Speech)
3D Silicon Fish by Chris Stamp
Sillo has to collect Silicon and return to Earth before the Krilyon destroys him. Will he make it and collect his reward? Only you can tell.

K

Pyramid Painter

FOR THE BBC 'B'
Pyramid Painter by Chas Smith
Can you help Bert the painter finish off the pyramids before the balls or Thin Man finish him?

L

Desperate Dan

FOR THE BBC 'B'
Desperate Dan by Reiner Bjerkeli
Deep down in Dan's dungeon are the ghastly monsters, he keeps them at bay with liquid dartanium. This liquid is very sweet and is liked by several rodents. Dan is desperate for help to keep the creatures at bay. Can you help?

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PUZZLING

BY TREVOR TRURAN

TEDDY BOYS' PICNIC

These throwbacks from the fifties, who once nearly gave up honey for Elvis Presley, are having their annual reunion somewhere down in the woods.

As well as all the traditional fun and frolics, like swatting bees with bicycle chains, the bruins have a few problems and need the help of something with a bit more brain—even though we haven't the common sense to spend the winter curled up snugly in some comfortable cave.

If you can come up with all the right answers, not only will you set the seal on their party but you can also compete for one of the fabulous prizes they have persuaded Tomy to put on offer.

Our friends at Tomy have offered six of their Tomytronic 3D games—three of their new stereo-sound versions for the first prize winners and three of the unique hand-held 3D games for runners-up.

UPWORDS

Before young Cedric can climb the ladder to reach that tempting beehive, he has to make the rungs safe. He can do this by finding the 12 six-letter words which fit into the squares. He has a clue to each word and the answer is entered by putting three letters along the line and the remaining three backwards along the line above. So if the answer to the first clue had been DANGER and the second answer were REGION, then the start of the ladder would look like this:

NOI
2 REG
1 DAN

Thus the last three letters of each word are the first three letters in the next word.

Clues:

1 improved
2 answers back
3 marches
4 damages
5 sort of loaf
6 select
7 can be eaten
8 joints
9 birdlike descents
10 snoops around
11 noses
12 daft

Can you find all 12 words?

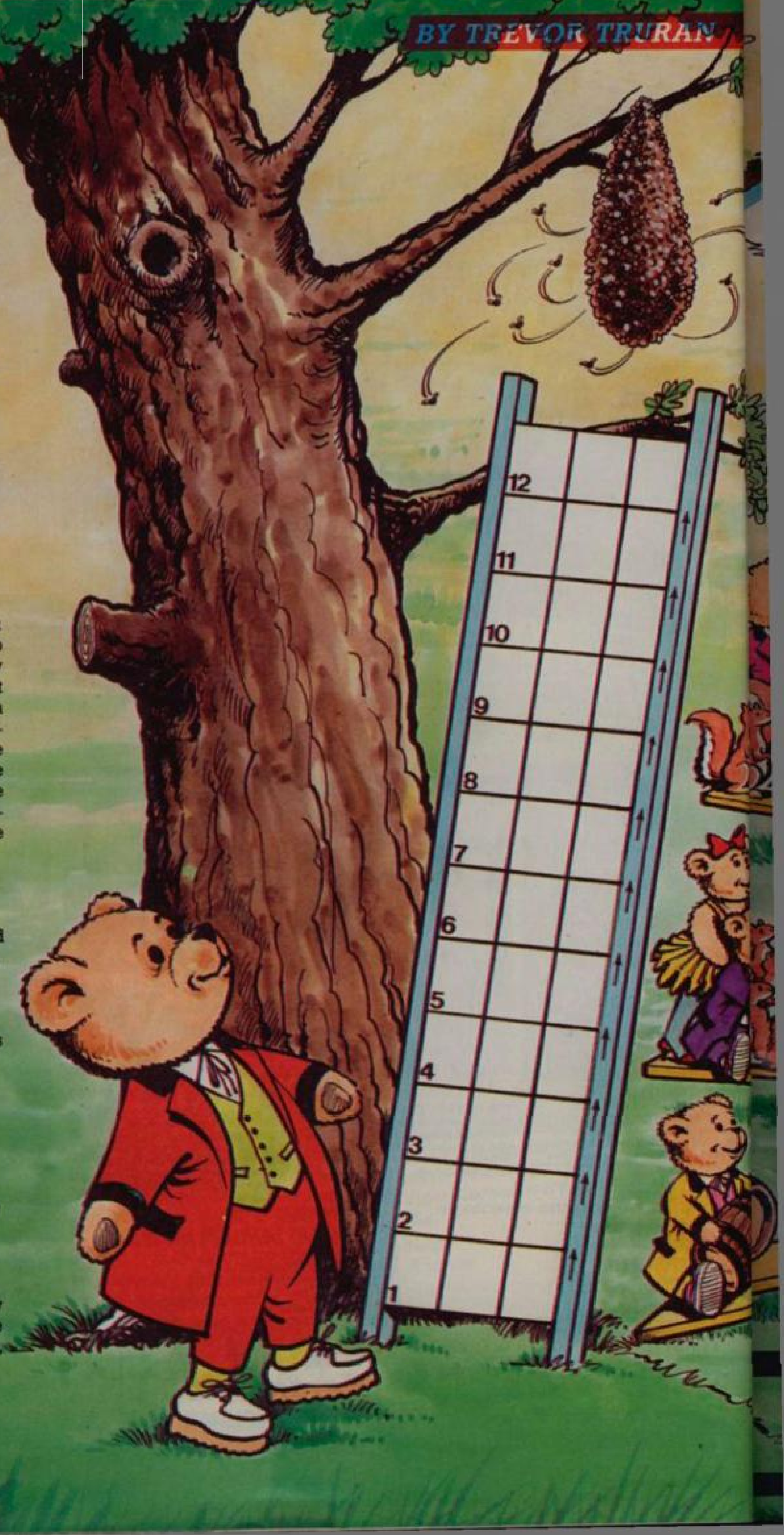
SEESAWS

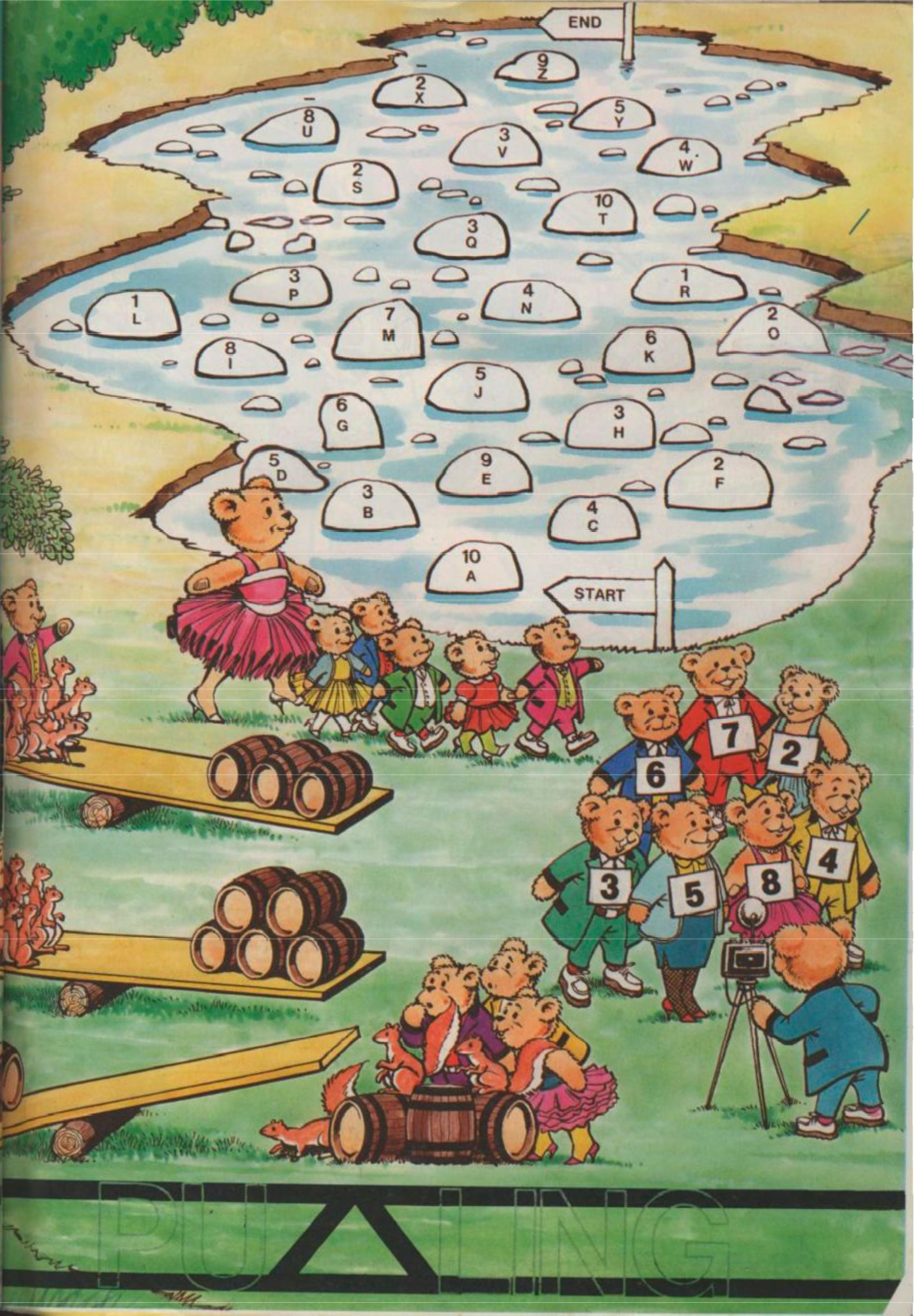
How many squirrels are needed to make the third seesaw balance?

HOP HIGH

Daddy Bear has been challenged by some young rowdies to cross the lake. He can hop from large stone to large stone,

Illustration: Terry Rogers




END
9 Z
2 X
5 Y
8 U
3 V
4 W
2 S
10 T
3 Q
3 P
1 R
1 L
4 N
2 O
7 M
6 K
8 I
5 J
6 G
3 H
5 D
9 E
2 F
3 B
4 C
10 A
START
7
2
6
4
3
5
8
PU LING

Percy the POTTY PIGEON

NEW FOR THE CBM 64
Another classic from Tony Crowther
£7.95
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Birdlovers of the world unite. Defenders of the weak rally around. There's a little chap here who needs all the help he can get.

There's never been a bird as brave as Percy (or maybe he's just plain foolish). Driven on by the instinct with which mother nature blessed him his only objective is to make a cosy little home. Percy shows no fear (or is it no brains!!!) when he plunges into the path of oncoming traffic to bravely pluck twigs from the tarmac. He needs an ice cool determination (lack of commonsense????) in sidestepping the attentions of the fiendish black cat and dodging the grasps of the slippery snake hungrily waiting for a mouth watering snack. Even when he's off the ground our desperate little friend has to keep his wits about him (those few he's got), dodging an aerial assault from planes, hot air balloons and a flock of nasty twig snatching sparrows.

But don't give up hope you've not taken up a totally lost cause. Percy has a masterful little trick under his wing – a battery of explosive eggs with which he creates a little havoc of his own.

Befriend this loveable little bird and you'll become addicted to his zany, foolhardy exploits.

Name Signature

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Gremlin Graphics

Gremlin Graphics 22 Carver Street Sheffield S1 4FS Tel: (0742) 752732

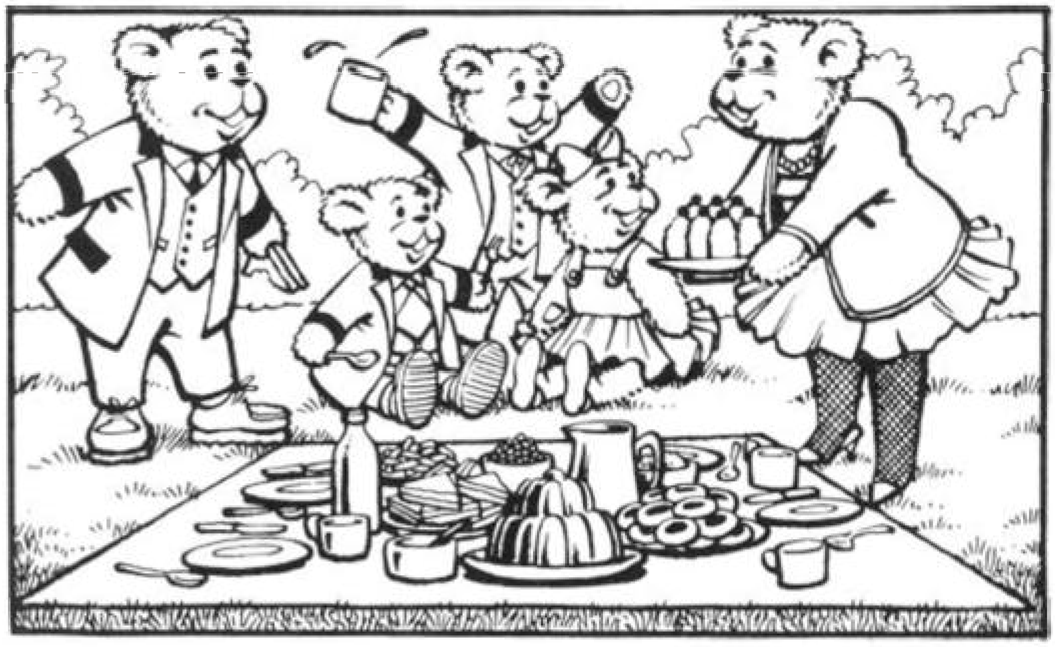
PUZZLING

starting from A, using the small stones for a bit of extra support on the way. The arrows show that he can go across and diagonally up or down but cannot jump straight up, say from A to E. As he goes, he must keep a running total. He starts with a total of 10 at stone A and, if the stone he lands on and his total are both even or both odd, then the stone value is added to the total. But if they are not the same—one is even and the other odd—then the stone value is taken away from the total. So if he goes from A to C his score goes to 14 (10 and 4 both even), but if he goes from A to B, his score goes down to 7 (one even and one odd, so 3 is taken from 10).

There is one slight problem for Big Daddy—as he jumps off each large stone, it sinks into the lake and cannot be visited again.

Can you write down the path for him and tell him, and us, the highest total?

SPOT THE DIFFERENCE



The two picnic layouts are supposed to be identical but the mob above have five things different to the shower below. Can you spot them and tell us what they are?

Make sure to mark the differences in red on the picture attached to the coupon.

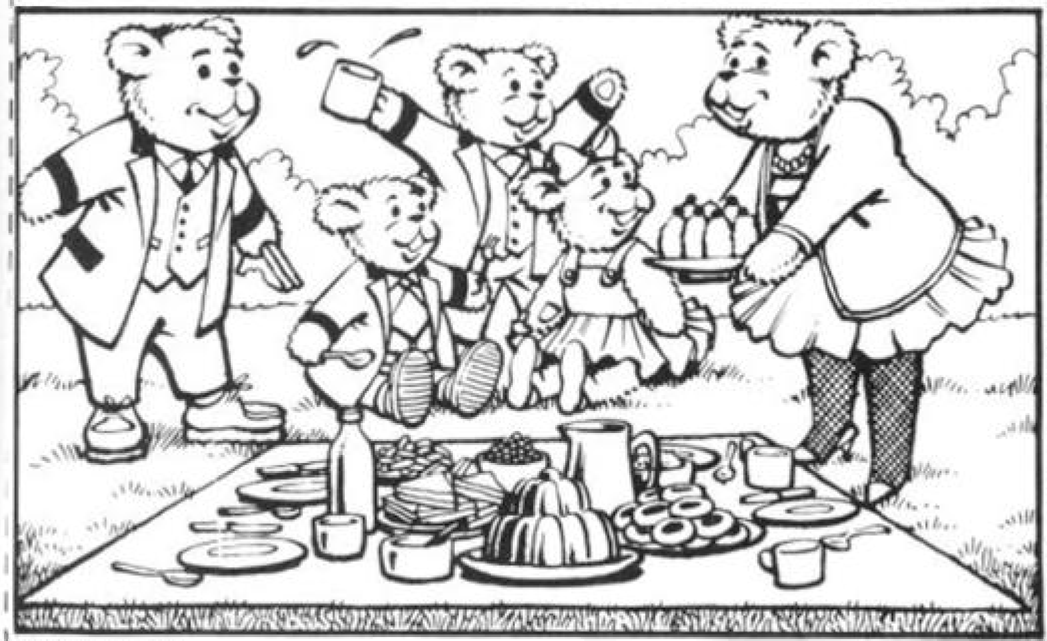
MULTIPLE CHOICE

The seven bears having their photograph taken have, probably by sheer accident, made two interesting numbers.

The top row has formed 672 which is a multiple of 6 (6 goes into 672 exactly, no remainder). The bottom row has made the four-digit number 3584 which can be divided exactly by 8. The two numbers added together gives 4256—which is far too large.

How would you re-arrange the bears so that the top row of three bears is still a multiple of 6, the bottom row of four bears is still a multiple of 8 and the sum of the two numbers is as small as possible?

Send your answers to all the puzzles on the coupon given, please. Add your name and address and post it hastily to Durrant House to arrive not later than July 16th.



UPWORDS

1) .... **2)** .... **3)** ....

4) .... **5)** .... **6)** ....

7) .... **8)** .... **9)** ....

10) .... **11)** .... **12)** ....

SEESAWS ....

HOP HIGH ....

MULTIPLE CHOICE ....

....

....

Name ....

Address ....

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COMMODORE 64: software BMX Racers, Gridrunner, Manic Miner, Ring of Power, Monopole, Hexpert, Arcadia, Super Blitz. All originals. £4 each or swap. Tel: Horndean (0705) 594755. 12 Harcourt Close, Cowplain, Portsmouth.

ATARI VCS with five cartridges and all controllers £50. Also interton VCS plus two cartridges and controllers £25. Tel: 021-451 3369.

VIC 20 + C2N 16K switchable ram, over £200 worth of software, manuals, joystick, dust cover. Price £150 ono. 148 Main Road, Shirland, Derbyshire DE5 6BA.

VIC 20 plus, 16K ram pack, 7AC2 joystick, cassette deck, £80 of latest software ie. Jetpac, Scramble, dust cover and magazines. All for £90. Write to: Mr Matthews, 25 Whitehall Road, Didsbury, Manchester or Tel: 061-434 1520.

ATARI 400 16K, with recorder, joysticks. Roms £10 each Star Raiders, Asteroids, Centipede, Defender, Missile Command, Pacman, Jumbo 747, other tapes available or swap Spectrum 48/T. Tel: Russell Camberley 65772.

48K SPECTRUM under guarantee plus cassette recorder, 21 top games (Zzoom, Stonkers, Jetman etc), 12 data cassettes, manuals and magazines worth £330, sell for £180. Tel: (051) 356 4624 buyer.

ATARI VCS, accessories, keyboard controllers, seventeen cartridges including Space Invaders, Soccer, Pinball, Casino. All boxed. Highest offer between £80 and £200 accepted. M. C. Myears, 25 Rona Road, London NW3 2HY.

TEXAS T199/4A with joysticks Parsec Connect Four and Pilot also many tape games and books, £100 the lot. Tel: Quatt 780491, 5 Greenway Avenue, Alveley, Bridgnorth, Shropshire WV15 6PB.

DRAGON for sale with two joysticks, cassette recorder and 30 best selling games. Only £160. For details Tel: 061-980 7622 after 5pm.

SHARP MZ80A computer built-in tape software, books, manuals, £300 ono. Tel: Grimsby (0472) 695795, night 55080.

ORIC–1 48K with £45 software including Zorgons Revenge, Donkey Kong, and Dig Dog also £35 of magazines and books. Worth over £200. Cost £95 ono. Or swap for ZX Spectrum 48K. Tel: 642 9803 after 5pm.

KNOW any girls who own a Spectrum age 15+, to swap ideas and info??? Then write including photo to Jim at 83 Park Avenue, Raunds, Wellingborough, Northants NN9 6NA.

DRAGON 32 (almost new), colour TV/nice picture, tape-recorder, 2 joysticks (including Quickshot), Edit + cartridge, £250 + software, several magazines. Bargain £285 negotiable. Tel: 01-591 6967.

ATARI 800 + program recorder + Basic + £200 worth games + joysticks + books, mags and teaching guide. Only £300. Tel: Russell 021-357 1962 evenings.

SPECTRUM 48K plus ZX printer which actually works plus Kempston joystick interface plus Quickshot joystick plus £45 of software plus book, plus leads, manuals, etc. £180. Tel: 031-453 3692.

ATARI 400 48K as new, still in box complete with manuals, joysticks and many games like Defender, Invaders and Miner. Tel: Darwen 772786.

ATARI 400/800 games Miner 2049er £10, Choplifter £10, Thorn EMI Snooker/Billiards £7. Tel: Upminster 23718.

DRAGON 32 including joysticks, dust cover, £270 of software, books, magazines and tips. Worth £500, sell for £350 or swap for BBC model B.

COMMODORE VIC-20 home computer with cassette unit, Introduction to Basic Part One. Vic 20 Programmers reference guide plus three more manuals, and games. Will sell for £140. Tel: Slough 42917.

SPECTRUM KEYBOARD (D K Tronics). Cost £45 – sell for £25 ono. Two months old, as new. Tel: (0656) 60181 between 4pm and 10pm and ask for Mark Donovan.

COMMODORE 64 and cassette unit games and manuals for above worth over £400. Only £275 ono. Tel: 01-941 1783.

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FREE back up tape and membership to software club. If you buy my Atari 400 16K games including Pacman, Centipede, Darts, Prepie's I + II, Zaxxon, Canyon Climber, Sea Dragon and many more. First good offer secures. Tel 0292282009 evenings. Ricky.

APPLE II Adventures written on your desired theme. Send £8. (disk) or £6 (tape) with theme to Startrader Software, Chellow-Dene, Chapel Street, Welford-on-Avon, Warwickshire.

WANTED. Spectrum joystick + interface. Will offer £10. Also speech synthesiser wanted. Tel: Shipley 585790 after 6pm any day, and ask for Alastair.

QUICKSHOT joystick. I will swap by Quickshot 1 for a pro 5000 joystick and I will pay an excess charge if necessary, local only. Tel: Whitley Bay 512333 4pm to 6pm.

TI-99/rA "Extended Basic" module and book wanted (must be in good condition). Tel: Leeds 849952.

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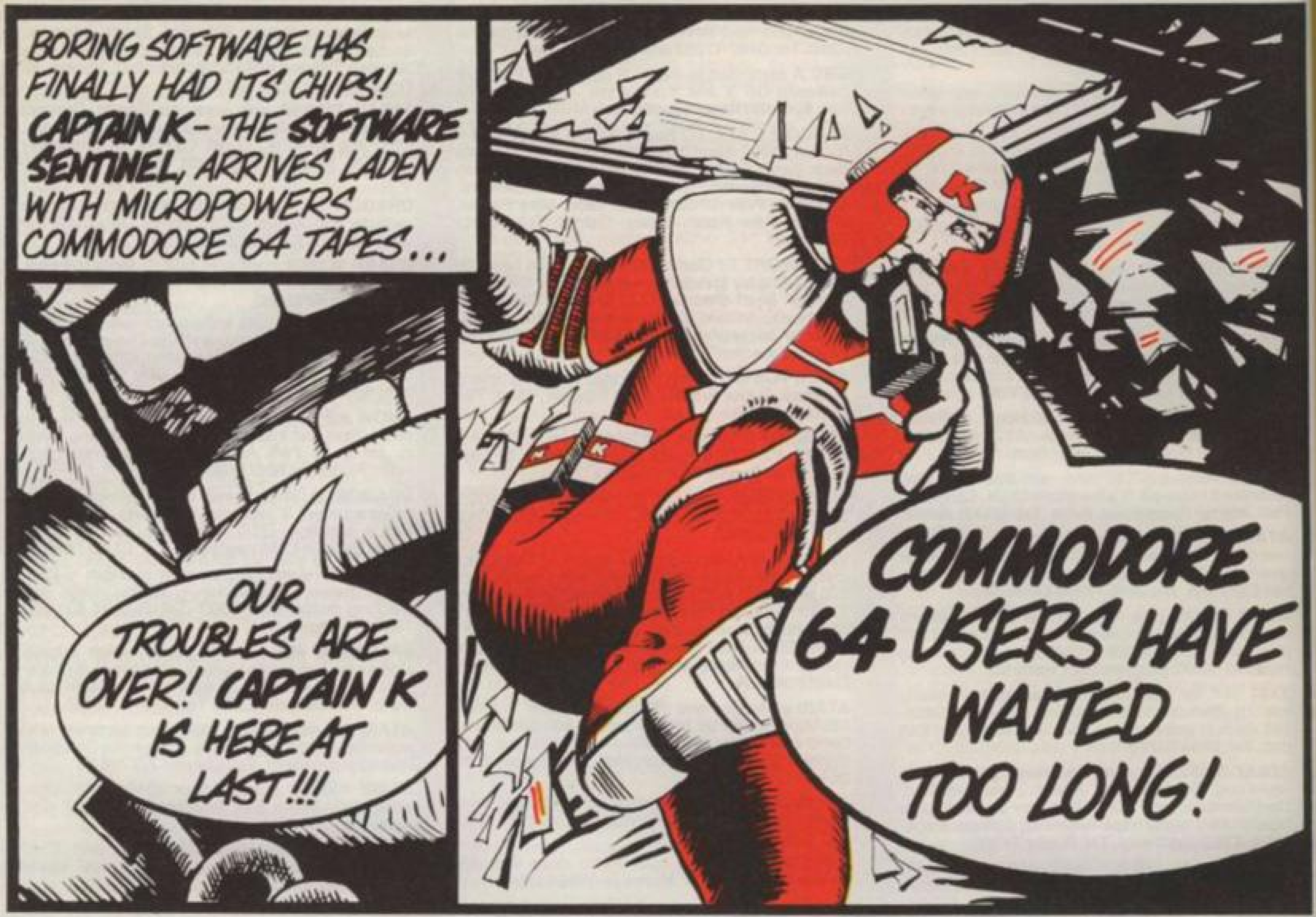
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COMMODORE 64 USERS HAVE WAITED TOO LONG!
K

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Richard Wilcox Software OBC

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FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say FOUR dimensional - day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!

SS018

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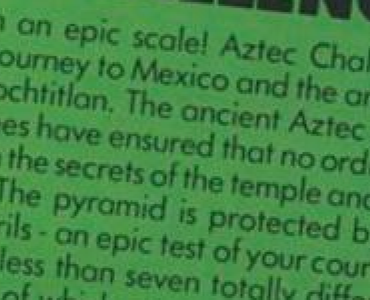
A challenge on an epic scale! Aztec Challenge takes you on a journey to Mexico and the ancient pyramid of Tenochtitlan. The ancient Aztec gods and their devotees have ensured that no ordinary human can learn the secrets of the temple and live to tell the tale. The pyramid is protected by all manner of treacherous traps and hidden perils - an epic test of your courage and cunning. Aztec Challenge features no less than seven totally different screens - here are just three of them - each of which presents a brand new challenge. We hope your joystick can stand up to it!

SS019

SLINKY

Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



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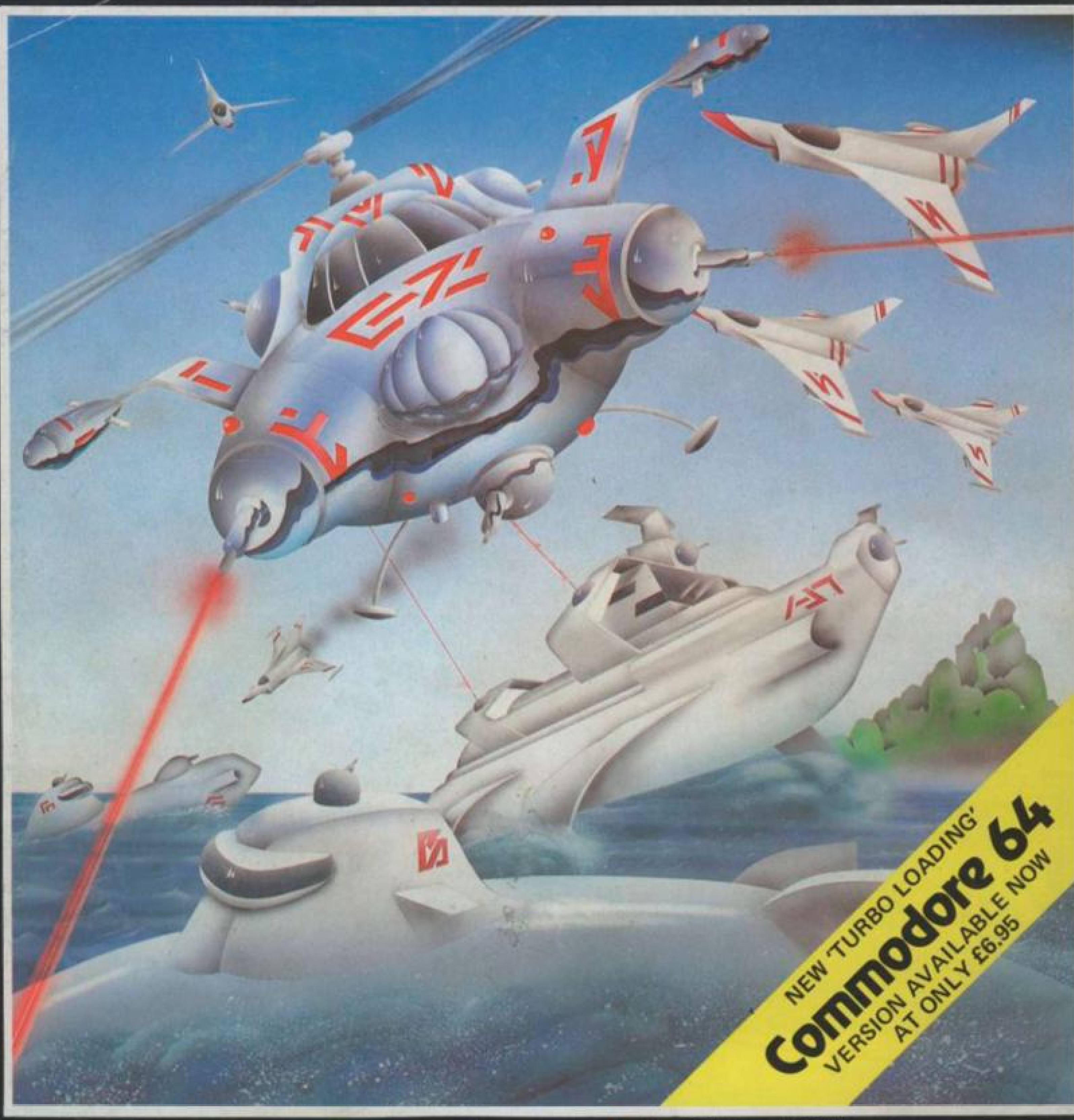

by Richard Wilcox

Blue Thunder

After skilfully piloting your Jetcopter through a bombardment of Electronic Storms, Ground & Sea Based Missiles and attack from Armoured Barrage Balloons, you thought you were safe to complete your mission ... But No! ... yet another wave of deadly Jet Fighters appear from nowhere with only one objective...to eliminate you!

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BOOK OF GAMES
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HUMANS
60
60

WIN A MICROVITEC MONITOR

Contents

JULY 1984

Cover illustration
by Gary Wing

Yes, it's back! Due to popular demand, we bring you the *Computer & Video Games* Book of Games III! They said it couldn't be done—but we've come up with another amazing collection of space shoot-outs, adventures and arcade action for you to enjoy.

All this and we've got prizes too! Just turn to the back page of this Book of Games and you'll find out how to win a Microvitec colour monitor in our easy to enter competition.

And remember, if you have any problems with the listings in this Book of Games, don't hesitate to call the Bug Hunter. All the games are tried and tested by our team of reviewers so we reckon they are Bug free. But Screaming Foul-Up may have sneaked some in when we were looking the other way—so the Bug Hunter will be waiting to help you out. Check out the *C&VG* contents page for the Bugphone number!

We hope you enjoy this Book of Games as much as the others we've sent your way. But for now—play on!

BATTLE TANKS 3
Can you hold the enemy's forces at bay long enough for reinforcements to reach your beleaguered tank battalion? A game of suspense and strategy for the **Dragon 32**.

BUG-OUT 6
You'll wish you hadn't gone out in the garden. The fertiliser you put on your favourite plants has turned the insects rather nasty and you'll have to get moving with the pesticide. **Atari.**

PHARAOH'S TOMB 9
Dare you venture into the long lost tomb of Nefertiti, not knowing what horrors await you? For adventurous **Spectrum** owners only.

OUTLAW 12
Step into the shoes of one of the wild west's last great heroes, batiling against bank robbers and highwaymen. A must for sharp shooting **Atari** owners.

MARTIAN INVASION 15
The little green monsters are coming and brave **VIC 20s** are required to fight off the menacing attack.

CRICKET 19
The British summer being what it is, the cricket season should be washed out as usual. But, as long as you have a **Spectrum** back in the pavilion, you'll never be without your favourite game.

DODGE CITY 23
You are desperate for money and you are willing to take any job that comes along, even if it means being the sheriff of the roughest, toughest town in the west. **Electron** and **BBC**.

HOT AIR 29
Take to the skies in a balloon with a little help from a **Commodore 64**. Around the world in 64K?

HELI-BOMBER 32
Only your shooting skill will save you and your damaged helicopter, in a game of speed and co-ordination for the **VIC**.

PLATFORM WILLY 34
Yes, Miner Willy is still stuck down the mine and this time all the lights have gone out. Can you help him fix all the lights and find his way back to the surface? **Spectrum**.

LUDO 37
Commodore 64 version of the classic board game for up to four people.

ROX 20 42
Being the captain of a deep space cargo ship isn't as easy as you thought. A huge asteroid belt is approaching fast and you had better get your trigger finger ready, and blast away. **VIC with 3K expansion**.

MOTOR RACER 45
The thrills and spills of the racing track are waiting for any **Texas** owner who's brave enough to take the wheel.

SKI-ING 48
Bring the Alps into your living room. This ski-ing game is so realistic it will have you shivering with fear. **Spectrum**.

BOUNTY HUNTER 50
A group of robots have overriden the restraint circuits and have gone on an orgy of killing. You have been called in as the world's best robot hunter to track them down. You'll need a strong nerve and a **ZX Spectrum**.

The Book of Games is a supplement to *Computer & Video Games* magazine. Editorial and advertisement offices: Durrant House, 8 Herbal Hill, London EC1R 5EJ. Tel: Editorial 01-278 6556. Advertising 01-278 6552. Published and distributed by EMAP National Publications Ltd. Typeset by Camden Typesetters. Printed by Eden Fisher (Southend) Ltd.
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BATTLE TANKS

RUNS ON DRAGON 32 WITH ONE JOYSTICK

BY DREW MARSHALL

An enemy tank division is approaching. As the last surviving commander of your battalion, it's up to you to stop the enemy's unceasing invasion of your country's territory.

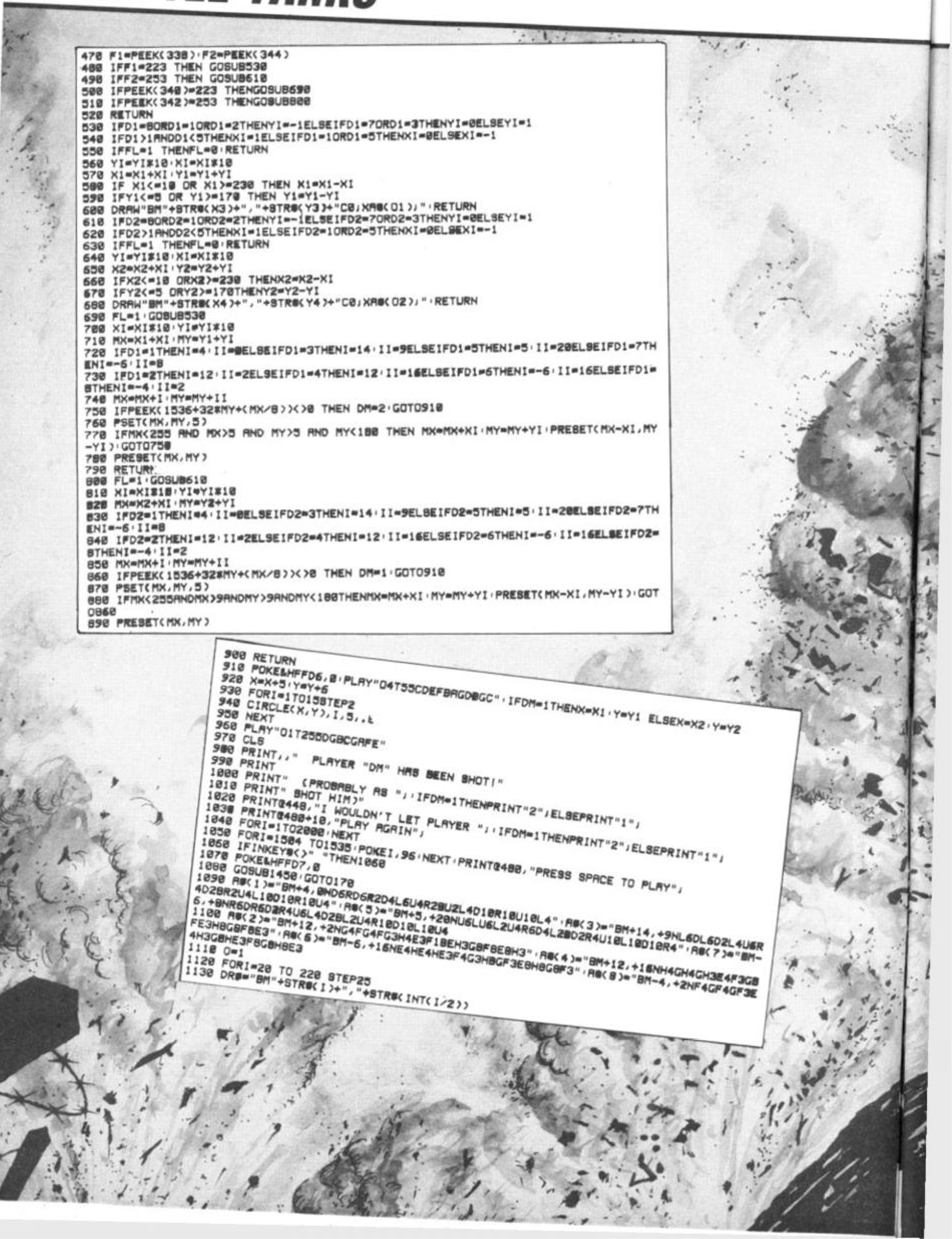
You control a Chieftain tank aimed at the enemy forces. They approach your tank from all directions — at best you have 60 seconds to home in on the target and shoot before your tank is hit by a guided missile.

Undeterred by the overwhelming odds, you radio for help and set out with your tank to wreak as much havoc on the enemy as you can.

Good luck! And remember to think of England.

```
 10 POKE&HFFD7,0
120 PCLEAR4:CLEAR500:CLS0:PMODE4:PCLS2
130 GOSUB1450  'VARIABLES
140 GOSUB1230   'INTRO E.T.C.
150 PRINT@480,"PLEASE WAIT.....                  ";
160 GOSUB1090  'GRAPHICS
170 CLS:SCREEN0,0:FORI=1TO1000:NEXT:PCLS
180 '
190 '    TIME GIVEN IS 60 SECS
200 TIMER=0
210 '
220 'MAIN LOOP
230 SCREEN1,1
240 GOSUB350  'PRINT TANKS
250 GOSUB390  'READ KEYS
260 IFTIMER<3000 THEN230
270 CLS4:PRINT" SORRY!!!!!!TIME UP!!!"
280 PRINT"I WILL AJUDICATE MATTERS..."
290 PRINT:
300 PRINT"PLAYER "RND(2)" WINS...."
310 PRINT"AND THE OTHER PLAYER HAS BEEN          EXECUTED!!!!"
320 PRINT:PRINT
330 GOTO1040
340 STOP
350 DRAW"BM"+STR$(X1)+","+STR$(Y1)+";C5;XA$(D1);"
360 DRAW"BM"+STR$(X2)+","+STR$(Y2)+";C5;XA$(D2);"
370 X3=X1:Y3=Y1:X4=X2:Y4=Y2:O1=D1:O2=D2
380 RETURN
390 R1=(PEEK(341)=223)-(PEEK(339)=239)
400 R2=(PEEK(345)=247)-(PEEK(338)=239)
410 D1=D1+R1:D2=D2+R2:IFD1=0 THEND1=8
420 IF D1=9 THEND1=1
430 IF D2=0 THEND2=8
440 IF D2=9 THEND2=1
450 IFR1<>0 THENDRAW"BM"+STR$(X3)+","+STR$(Y3)+"C0;XA$(O1);"
460 IFR2<>0 THENDRAW"BM"+STR$(X4)+","+STR$(Y4)+"C0;XA$(O2);"
```

BATTLE TANKS

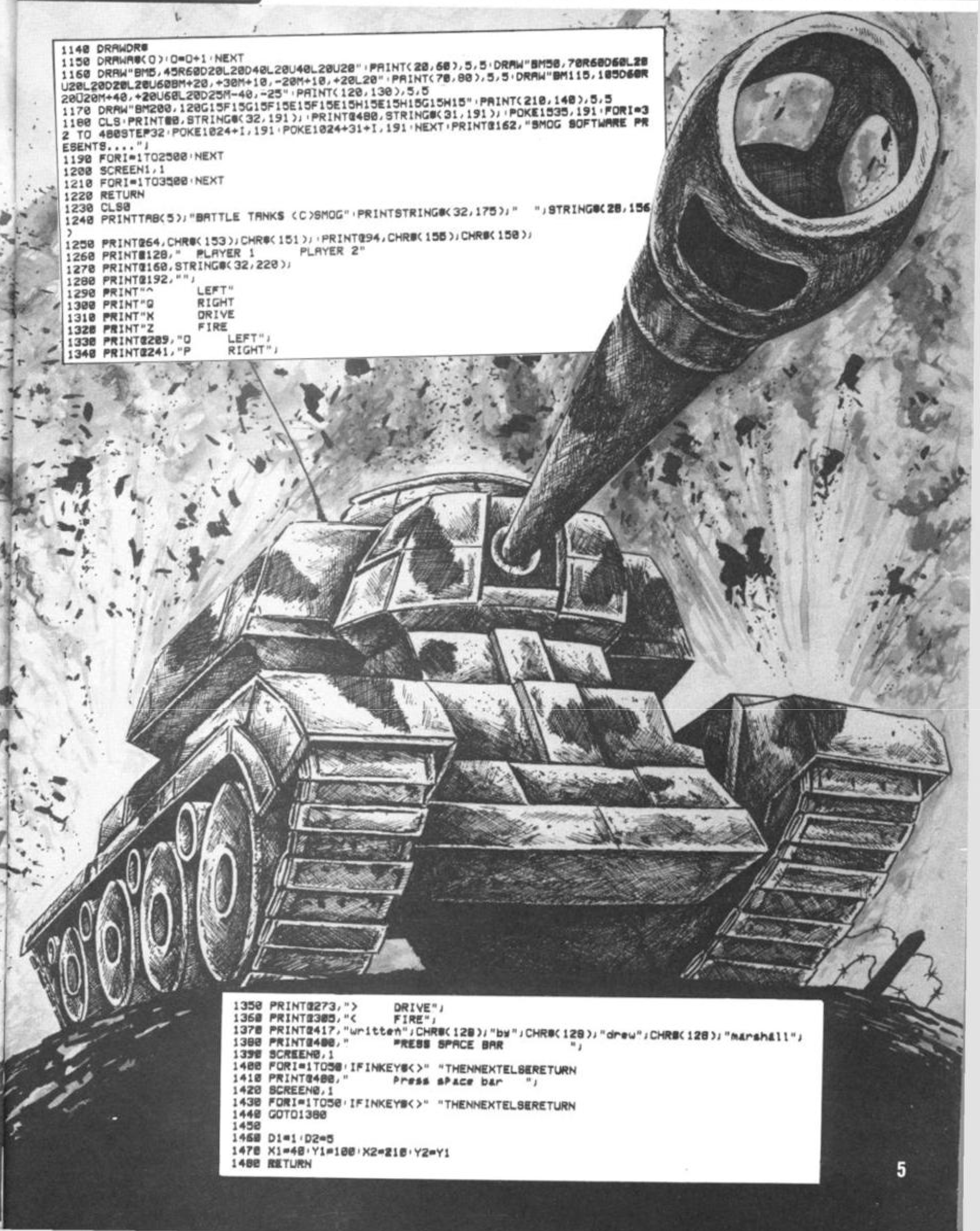


```
470 F1=PEEK(338):F2=PEEK(344)
480 IFF1=223 THEN GOSUB530
490 IFF2=253 THEN GOSUB610
500 IFPEEK(340)=223 THENGOSUB690
510 IFPEEK(342)=253 THENGOSUB800
520 RETURN
530 IFD1=8ORD1=1ORD1=2THENYI=-1ELSEIFD1=7ORD1=3THENYI=0ELSEYI=1
540 IFD1>1ANDD1<5THENXI=1ELSEIFD1=1ORD1=5THENXI=0ELSEXI=-1
550 IFFL=1 THENFL=0:RETURN
560 YI=YI*10:XI=XI*10
570 X1=X1+XI:Y1=Y1+YI
580 IF X1<=10 OR X1>=230 THEN X1=X1-XI
590 IFY1<=5 OR Y1>=170 THEN Y1=Y1-YI
600 DRAW"BM"+STR$(X3)+","+STR$(Y3)+"C0;XA$(O1);":RETURN
610 IFD2=8ORD2=1ORD2=2THENYI=-1ELSEIFD2=7ORD2=3THENYI=0ELSEYI=1
620 IFD2>1ANDD2<5THENXI=1ELSEIFD2=1ORD2=5THENXI=0ELSEXI=-1
630 IFFL=1 THENFL=0:RETURN
640 YI=YI*10:XI=XI*10
650 X2=X2+XI:Y2=Y2+YI
660 IFX2<=10 ORX2>=230 THENX2=X2-XI
670 IFY2<=5 ORY2>=170THENY2=Y2-YI
680 DRAW"BM"+STR$(X4)+","+STR$(Y4)+"C0;XA$(O2);":RETURN
690 FL=1:GOSUB530
700 XI=XI*10:YI=YI*10
710 MX=X1+XI:MY=Y1+YI
720 IFD1=1THENI=4:II=0ELSEIFD1=3THENI=14:II=9ELSEIFD1=5THENI=5:II=20ELSEIFD1=7TH
ENI=-6:II=8
730 IFD1=2THENI=12:II=2ELSEIFD1=4THENI=12:II=16ELSEIFD1=6THENI=-6:II=16ELSEIFD1=
8THENI=-4:II=2
740 MX=MX+I:MY=MY+II
750 IFPEEK(1536+32*MY+(MX/8))<>0 THEN DM=2:GOTO910
760 PSET(MX,MY,5)
770 IFMX<255 AND MX>5 AND MY>5 AND MY<180 THEN MX=MX+XI:MY=MY+YI:PRESET(MX-XI,MY
-YI):GOTO750
780 PRESET(MX,MY)
790 RETURN
800 FL=1:GOSUB610
810 XI=XI*10:YI=YI*10
820 MX=X2+XI:MY=Y2+YI
830 IFD2=1THENI=4:II=0ELSEIFD2=3THENI=14:II=9ELSEIFD2=5THENI=5:II=20ELSEIFD2=7TH
ENI=-6:II=8
840 IFD2=2THENI=12:II=2ELSEIFD2=4THENI=12:II=16ELSEIFD2=6THENI=-6:II=16ELSEIFD2=
8THENI=-4:II=2
850 MX=MX+I:MY=MY+II
860 IFPEEK(1536+32*MY+(MX/8))<>0 THEN DM=1:GOTO910
870 PSET(MX,MY,5)
880 IFMX<255ANDMX>9ANDMY>9ANDMY<180THENMX=MX+XI:MY=MY+YI:PRESET(MX-XI,MY-YI):GOT
O860
890 PRESET(MX,MY)
```

```
900 RETURN
910 POKE&HFFD6,0:PLAY"O4T55CDEFBAGDBGC":IFDM=1THENX=X1:Y=Y1 ELSEX=X2:Y=Y2
920 X=X+5:Y=Y+6
930 FORI=1TO15STEP2
940 CIRCLE(X,Y),I,5,,t
950 NEXT
960 PLAY"O1T255DGBCGAFE"
970 CLS
980 PRINT,,"  PLAYER "DM" HAS BEEN SHOT!"
990 PRINT
1000 PRINT"  (PROBABLY AS ";:IFDM=1THENPRINT"2";ELSEPRINT"1";
1010 PRINT" SHOT HIM)"
1020 PRINT@448,"I WOULDN'T LET PLAYER ";:IFDM=1THENPRINT"2";ELSEPRINT"1";
1030 PRINT@480+10,"PLAY AGAIN";
1040 FORI=1TO2000:NEXT
1050 FORI=1504 TO1535:POKEI,96:NEXT:PRINT@480,"PRESS SPACE TO PLAY";
1060 IFINKEY$<>" "THEN1060
1070 POKE&HFFD7,0
1080 GOSUB1450:GOTO170
1090 A$(1)="BM+4,0ND6RD6R2D4L6U4R2BU2L4D10R10U10L4":A$(3)="BM+14,+9NL6DL6D2L4U6R
4D2BR2U4L10D10R10U4":A$(5)="BM+5,+20NU6LU6L2U4R6D4L2BD2R4U10L10D10R4":A$(7)="BM-
6,+8NR6DR6D2R4U6L4D2BL2U4R10D10L10U4
1100 A$(2)="BM+12,+2NG4FG4FG3H4E3F10EH3G8F8E8H3":A$(4)="BM+12,+10NH4GH4GH3E4F3G8
FE3H8G8F8E3":A$(6)="BM-6,+16NE4HE4HE3F4G3H8GF3E8H8G8F3":A$(8)="BM-4,+2NF4GF4GF3E
4H3G8HE3F8G8H8E3
1110 O=1
1120 FORI=20 TO 220 STEP25
1130 DR$="BM"+STR$(I)+","+STR$(INT(I/2))
```
]

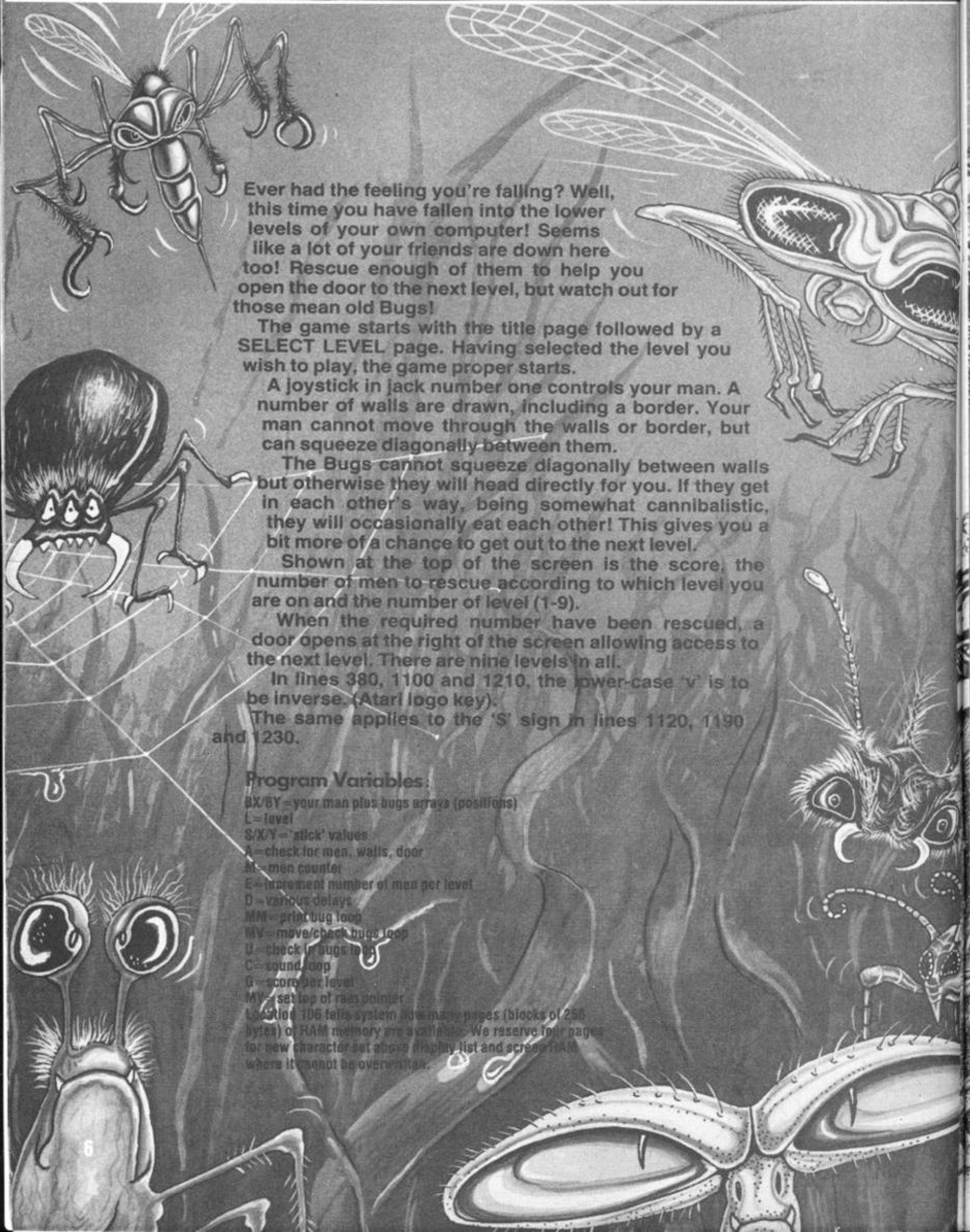
continued from page 3

```
1140 DRAWDR$
1150 DRAWA$(O):O=O+1:NEXT
1160 DRAW"BM5,45R60D20L20D40L20U40L20U20":PAINT(20,60),5,5:DRAW"BM50,70R60D60L20
U20L20D20L20U60BM+20,+30M+10,-20M+10,+20L20":PAINT(70,80),5,5:DRAW"BM115,105D60R
20U20M+40,+20U60L20D25M-40,-25":PAINT(120,130),5,5
1170 DRAW"BM200,120G15F15G15F15E15F15E15H15E15H15G15H15":PAINT(210,140),5,5
1180 CLS:PRINT@0,STRING$(32,191);:PRINT@480,STRING$(31,191);:POKE1535,191:FORI=3
2 TO 480STEP32:POKE1024+I,191:POKE1024+31+I,191:NEXT:PRINT@162,"SMOG SOFTWARE PR
ESENTS....";
1190 FORI=1TO2500:NEXT
1200 SCREEN1,1
1210 FORI=1TO3500:NEXT
1220 RETURN
1230 CLS0
1240 PRINTTAB(5);"BATTLE TANKS (C)SMOG":PRINTSTRING$(32,175);"  ";STRING$(28,156
)
1250 PRINT@64,CHR$(153);CHR$(151);:PRINT@94,CHR$(155);CHR$(150);
1260 PRINT@128,"  PLAYER 1        PLAYER 2"
1270 PRINT@160,STRING$(32,220);
1280 PRINT@192,"";
1290 PRINT"^       LEFT"
1300 PRINT"Q       RIGHT
1310 PRINT"X       DRIVE
1320 PRINT"Z       FIRE
1330 PRINT@209,"O      LEFT";
1340 PRINT@241,"P      RIGHT";
```



```
1350 PRINT@273,">      DRIVE";
1360 PRINT@305,"<      FIRE";
1370 PRINT@417,"written";CHR$(128);"by";CHR$(128);"drew";CHR$(128);"marshall";
1380 PRINT@480,"       PRESS SPACE BAR          ";
1390 SCREEN0,1
1400 FORI=1TO50:IFINKEY$<>" "THENNEXTELSERETURN
1410 PRINT@480,"       Press sPace bar    ";
1420 SCREEN0,1
1430 FORI=1TO50:IFINKEY$<>" "THENNEXTELSERETURN
1440 GOTO1380
1450
1460 D1=1:D2=5
1470 X1=40:Y1=100:X2=210:Y2=Y1
1480 RETURN
```

BUG OUT



Ever had the feeling you're falling? Well, this time you have fallen into the lower levels of your own computer! Seems like a lot of your friends are down here too! Rescue enough of them to help you open the door to the next level, but watch out for those mean old Bugs!

The game starts with the title page followed by a SELECT LEVEL page. Having selected the level you wish to play, the game proper starts.

A joystick in jack number one controls your man. A number of walls are drawn, including a border. Your man cannot move through the walls or border, but can squeeze diagonally between them.

The Bugs cannot squeeze diagonally between walls but otherwise they will head directly for you. If they get in each other's way, being somewhat cannibalistic, they will occasionally eat each other! This gives you a bit more of a chance to get out to the next level.

Shown at the top of the screen is the score, the number of men to rescue according to which level you are on and the number of level (1-9).

When the required number have been rescued, a door opens at the right of the screen allowing access to the next level. There are nine levels in all.

In lines 380, 1100 and 1210, the lower-case 'v' is to be inverse. (Atari logo key).

The same applies to the '$' sign in lines 1120, 1190 and 1230.

Program Variables:

BX/BY=your man plus bugs arrays (positions)
L=level
S/X/Y='stick' values
A=check for men, walls, door
M=men counter
E=increment number of men per level
D=various delays
MM=print bug loop
MV=move/check bugs loop
U=check for bugs loop
C=sound loop
G=score per level
MY=set top of ram pointer
Location 106 tells system how many pages (blocks of 256 bytes) of RAM memory are available. We reserve four pages for new character set above display list and screen RAM where it cannot be overwritten.

RUNS ON AN ATARI 800 WITH JOYSTICK

BY BRIAN HILLS

Program Variables:

GR=pointer to new character set.
Location 756 normally points to character set in ROM.
The first block of Data statements is a machine code character set move routine which moves the character set from ROM to RAM fast. Avoids the 'Please wait . . .; syndrome!

The next block of Data statements are the shapes used. The program loops between 140 and 360 and the bug shapes are moved in the MV loop (260 to 350).
DL=display list, to alter screen lines (see lines 560, 570).
LL=calculate wall number per level.
R=random number (0-255).
Peeking location 53770 is faster than R=INT(RND(0)*X).

This program only just runs in 16K. Pressing 'BREAK' and re-running a few times may get it into trouble and you will be left with a blank screen! Much better to hit 'System reset' to restart. The introductory tune is handled at lines 710 to 730. Data values are pitch, then a value times 35 for duration.

```
90 GOSUB 400
100 BX(0)=1:BY(0)=11
110 BX(1)=12:BY(1)=2:BX(2)=14:BY(2)=2
120 BX(3)=12:BY(3)=21:BX(4)=14:BY(4)=21
130 SETCOLOR 2,L,8:X=0:Y=0
140 POSITION BX(0),BY(0):? #6;" ":POKE 7
7,0
150 S=STICK(0):X=(S=5 OR S=6 OR S=7)-(S=
9 OR S=10 OR S=11):Y=(S=5 OR S=9 OR S=13
)-(S=6 OR S=10 OR S=14)
160 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH
EN X=0:Y=0
170 IF A=246 THEN M=M+1
180 IF A=246 THEN GOSUB 370
190 IF M=E THEN SOUND 0,30,10,8:FOR D=0
TO 10:NEXT D:SOUND 0,0,0,0:POSITION 19,1
1:? #6;"/":M=100
200 BX(0)=BX(0)+X:BY(0)=BY(0)+Y
210 POSITION BX(0),BY(0):? #6;"v"
220 FOR MM=1 TO 4:POSITION BX(MM),BY(MM)
:? #6;"#":NEXT MM
230 IF A=47 THEN POSITION BX(0),BY(0):?
#6;" ":GOTO 1230
240 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH
EN X=0:Y=0
250 LOCATE BX(0),BY(0),A:IF A=35 THEN GO
SUB 1020:GOTO 100
260 FOR MV=1 TO 4
270 LOCATE BX(MV)+1,BY(MV),U:IF U=164 OR
 U=35 THEN GOTO 290
280 IF BX(MV)<BX(0) THEN BX(MV)=BX(MV)+1
:POSITION BX(MV)-1,BY(MV):? #6;" "
290 LOCATE BX(MV)-1,BY(MV),U:IF U=164 OR
 U=35 THEN GOTO 310
300 IF BX(MV)>BX(0) THEN BX(MV)=BX(MV)-1
:POSITION BX(MV)+1,BY(MV):? #6;" "
310 LOCATE BX(MV),BY(MV)+1,U:IF U=164 OR
 U=35 THEN GOTO 330
320 IF BY(MV)<BY(0) THEN BY(MV)=BY(MV)+1
:POSITION BX(MV),BY(MV)-1:? #6;" "
330 LOCATE BX(MV),BY(MV)-1,U:IF U=164 OR
 U=35 THEN GOTO 350
340 IF BY(MV)>BY(0) THEN BY(MV)=BY(MV)-1
:POSITION BX(MV),BY(MV)+1:? #6;" "
350 NEXT MV
360 GOTO 140
370 FOR C=14 TO 0 STEP -1:SOUND 0,20+C,1
0,C:NEXT C:G=G+1
380 POSITION 0,0:? #6;"SCORE";G;" RESCUE
";E;"v";"L";L
390 SOUND 0,0,0,0:RETURN
400 ME=PEEK(106):GR=ME-4
410 POKE 106,GR:GRAPHICS 1+16:CHR=GR*256
420 FOR X=0 TO 39:READ A:POKE 1536+X.A:N
EXT X:Z=USR(1536,CHR,4)
430 DATA 104,104,133,207,104,133,206,104
440 DATA 104,133,212,169,0,133,204,169
450 DATA 224,133,205,162,1,160,0,177
460 DATA 204,145,206,200,208,249,230,205
470 DATA 230,207,232,228,212,208,240,96
480 CH=16:FOR T=1 TO 2:CH=CH+1*8
490 FOR AD=CHR+CH TO CHR+7+CH:READ DA:PO
KE AD,DA:NEXT AD:NEXT T
500 FOR AD=CHR+432 TO CHR+7+432:READ DA:
POKE AD,DA:NEXT AD
510 DATA 60,126,231,255,189,195,126,60
520 DATA 126,129,129,129,129,129,129,126
530 DATA 60,36,36,60,24,126,24,36
540 POKE 756,GR
550 SETCOLOR 1,0,0:SETCOLOR 2,11,6:SETCO
LOR 4,11,6
560 DL=PEEK(560)+256*PEEK(561)
570 POKE DL+6,7:POKE DL+9,2
580 POSITION 5,0:? #6;"$$$$$$$$$$$"
590 POSITION 5,2:? #6;"$$$$$$$$$$$"
600 POSITION 5,1:? #6;"B U G O U T"
610 FOR X=0 TO 10:FOR B=0 TO 14 STEP 2
```

BUG OUT

```
620 SETCOLOR 0,B,B:FOR D=0 TO 10:NEXT D
630 NEXT B:NEXT X
640 POSITION 15,4:? #6;"  STARRING  "
650 FOR D=0 TO 500:NEXT D
660 POSITION 2,7:? #6;"# # THE BUGS # #"
670 POSITION 1,10:? #6;"T.HITCH":? #6
680 POSITION 1,13:? #6;"MAL FUNCTION":?
#6
690 POSITION 1,16:? #6;"SCREAMING FOULUP
":? #6
700 POSITION 1,19:? #6;"SNAG JNR.":? #6
710 FOR P=1 TO 25:READ DA:SOUND 0,DA,10,
8:READ DA:FOR D=0 TO DA*35:NEXT D:SOUND
0,0,0,0:NEXT P:SOUND 0,0,0,0
720 DATA 60,1,64,1,60,2,80,2,76,2,60,1,6
4,1,60,2,53,2,80,2,60,1,64,1,60,2,80,2
730 DATA 91,1,80,1,76,4,80,1,91,1,102,2,
108,1,121,1,80,2,162,2,121,4
740 FOR X=0 TO 20
750 FOR D=0 TO 30:NEXT D
760 POSITION 13,4:? #6;"
  "
770 FOR D=0 TO 20:NEXT D
780 POSITION 13,4:? #6;">>>PRESS START<<
<"
790 IF PEEK(53279)<>7 THEN 820
800 NEXT X
810 GOTO 740
820 MY=PEEK(106)-4:POKE 106,MY
830 GRAPHICS 2+16
840 DIM BX(4),BY(4):L=1:M=0:LL=150:E=6
850 ? #6;"    SELECT LEVEL":? #6:? #6;"
  ('SELECT' KEY)"
860 FOR D=0 TO 200:NEXT D
870 IF PEEK(53279)=5 THEN L=L+1:FOR D=0
TO 20:NEXT D
880 IF L=10 THEN L=1
890 POSITION 6,5:? #6;"LEVEL ";L:SETCOLO
R 0,L,8
900 IF PEEK(53279)=6 THEN 1080
910 POSITION 4,10:? #6;"press start"
920 IF L=1 THEN LL=140:E=6
930 IF L=2 THEN LL=130:E=8
940 IF L=3 THEN LL=120:E=10
950 IF L=4 THEN LL=110:E=12
960 IF L=5 THEN LL=100:E=14
970 IF L=6 THEN LL=90:E=16
980 IF L=7 THEN LL=80:E=18
990 IF L=8 THEN LL=70:E=20
1000 IF L=9 THEN LL=60:E=22
```

```
1010 GOTO 870
1020 POSITION 6,23:? #6;"GOTCHA!!"
1030 FOR C=0 TO 14 STEP 2:FOR D=0 TO 40:
SOUND 0,D,2,8:SETCOLOR 0,11,C:NEXT D:NEX
T C:SOUND 0,0,0,0
1040 FOR D=0 TO 200:NEXT D
1050 G=G-10
1060 IF G<0 THEN G=0
1070 M=0
1080 GRAPHICS 1+16:POKE 756,GR
1090 SETCOLOR 0,11,12:SETCOLOR 1,0,14:SE
TCOLOR 2,L,8:SETCOLOR 4,0,0
1100 POSITION 0,0:? #6;"SCORE";G;" RESCU
E";E;"v";"L";L
1110 POSITION 0,1
1120 FOR B=0 TO 19:? #6;"$";:NEXT B
1130 FOR B=1 TO 22:? #6;"$":NEXT B
1140 FOR B=1 TO 22:POSITION 19,B:? #6;"$
":NEXT B
1150 FOR B=1 TO 19:POSITION B,23:? #6;"$
";:NEXT B
1160 FOR V=3 TO 21
1170 FOR W=2 TO 17
1180 R=PEEK(53770)
1190 IF R<LL THEN POSITION W,V:? #6;"$";
1200 NEXT W:NEXT V
1210 FOR N=0 TO 40:POSITION INT(RND(0)*1
6+2),INT(RND(0)*19+3):? #6;"v":NEXT N
1220 RETURN
1230 FOR D=0 TO 20:NEXT D:FOR P=14 TO 0
STEP -1:SOUND 0,20,0,P:POSITION 19,11:?
#6;"$":NEXT P:SOUND 0,0,0,0
1240 FOR D=0 TO 150:NEXT D
1250 FOR Z=1 TO 56:SETCOLOR 2,Z,Z:SOUND
0,Z,Z,8:FOR D=0 TO 5:NEXT D:NEXT Z:SOUND
 0,0,0,0
1260 L=L+1:E=E+2
1270 IF L=10 THEN GRAPHICS 2+16:SETCOLOR
 4,4,4:SETCOLOR 0,4,6:POSITION 2,3:? #6;
"CONGRATULATIONS!!":GOTO 1300
1280 LL=LL-10:M=0
1290 GOSUB 1080:GOTO 100
1300 POSITION 3,5:? #6;"YOU ARE NOW AN"
1310 POSITION 1,7:? #6;"EXPERT BUG-DODGE
R!!";
1320 POSITION 3,10:? #6;"YOU SCORED ";G
1330 FOR P=0 TO 14 STEP 2:FOR N=1 TO 15:
FOR D=0 TO 8:NEXT D:SETCOLOR 0,N,P
1340 SOUND 0,100/N,P,8:NEXT N:NEXT P:SOU
ND 0,0,0,0
1350 FOR D=0 TO 1000:NEXT D
1360 POKE 106,MY:RUN
```

PHARAOH'S TOMB

RUNS ON ANY SPECTRUM

By ANDREW DUFFY

HINTS ON HOW TO PLAY:

1. Jump over snakes and arrows
2. Reach the key before the bonus reaches zero
3. Jump on and off the moving marsh grass at the top of the screen
4. Do not go off the side of the screen
5. You will lose a life if you run into an arrow or snake, if the bonus reaches zero, if you go off the side of the screen or if you fail to successfully jump on and off the moving marsh grass at the top of the screen

All screens are possible to get through!

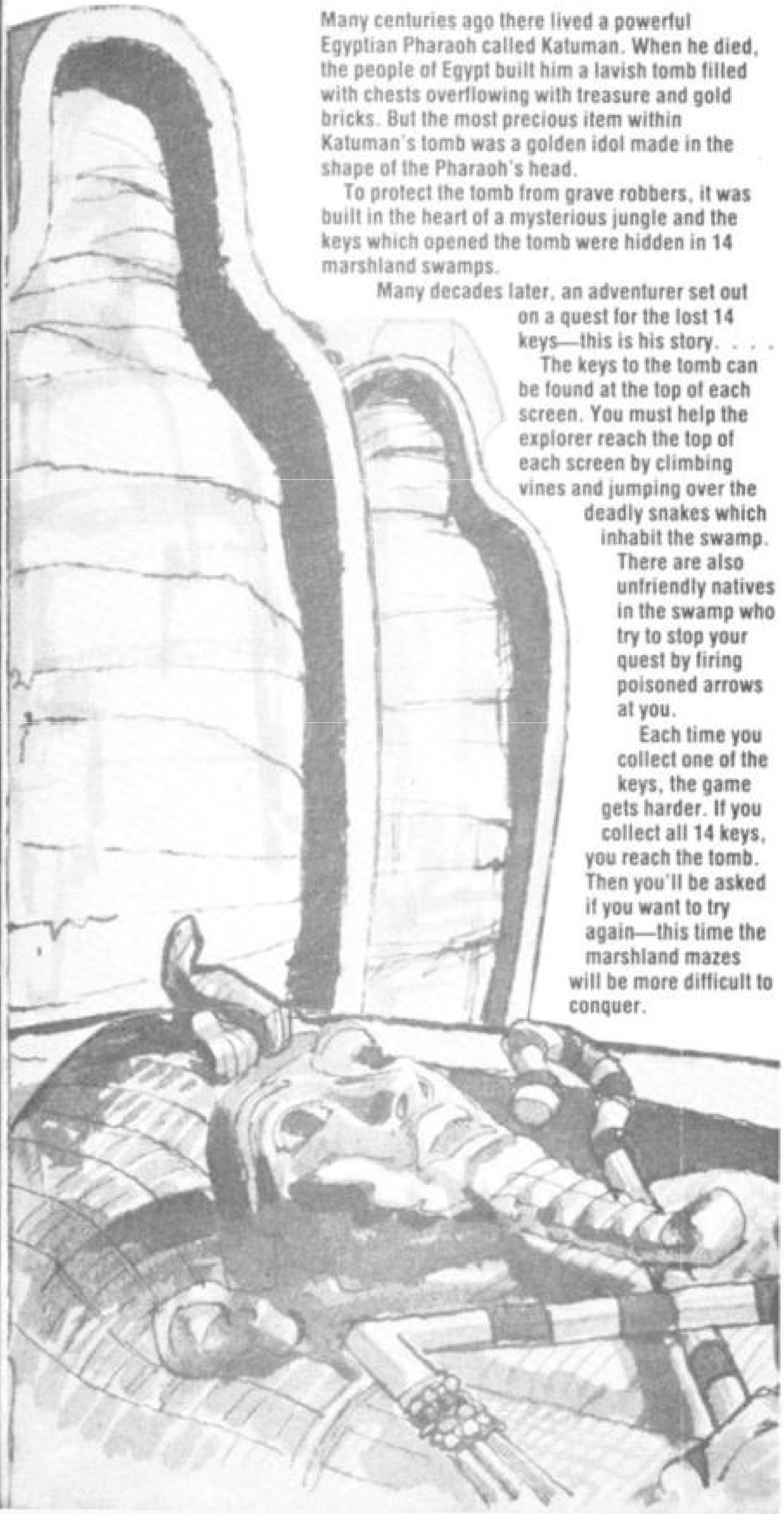
CONTROL KEYS:

USE

"1" FOR UP
"Q" FOR DOWN
"q" FOR LEFT
"0" FOR RIGHT
"Z" TO JUMP LEFT
"M" TO JUMP RIGHT

THE SCREEN

Your score, lives & bonus are displayed at the top of the screen. The number of keys you have collected is displayed at the bottom of the screen.



Many centuries ago there lived a powerful Egyptian Pharaoh called Katuman. When he died, the people of Egypt built him a lavish tomb filled with chests overflowing with treasure and gold bricks. But the most precious item within Katuman's tomb was a golden idol made in the shape of the Pharaoh's head.

To protect the tomb from grave robbers, it was built in the heart of a mysterious jungle and the keys which opened the tomb were hidden in 14 marshland swamps.

Many decades later, an adventurer set out on a quest for the lost 14 keys—this is his story. . . .

The keys to the tomb can be found at the top of each screen. You must help the explorer reach the top of each screen by climbing vines and jumping over the deadly snakes which inhabit the swamp. There are also unfriendly natives in the swamp who try to stop your quest by firing poisoned arrows at you.

Each time you collect one of the keys, the game gets harder. If you collect all 14 keys, you reach the tomb. Then you'll be asked if you want to try again—this time the marshland mazes will be more difficult to conquer.

```
   1 RESTORE : FOR f=USR "a" TO
USR "s"+7: READ g: POKE f,g: NEX
T f
   2 DATA 63,98,196,143,152,176,
230,170,252,70,35,241,25,13,103,
85,101,7,133,13,215,37,197,7,166
,224,161,176,235,164,163,224
   3 DATA 56,56,16,124,186,56,40
,40,56,56,16,120,184,56,36,34,28
,28,8,30,29,28,36,68,24,24,126,1
25,24,24,24,24
   4 DATA 0,0,0,130,127,130,0,0,
255,255,85,85,84,16,0,0,255,255,
85,87,21,5,1,1,255,255,250,234,1
68,160,128,128,56,40,56,16,16,28
,16,30
   5 DATA 31,32,64,255,128,128,1
28,255,254,6,10,242,18,20,24,240
   6 DATA 0,0,0,31,32,64,128,255
,0,0,0,248,4,2,1,255,144,145,147
,145,147,151,144,255,9,137,201,1
37,201,233,9,255
  20 PAPER 0: BORDER 0: INK 7: C
LS : LET hs=0: GO TO 8000
 100 CLS : PRINT #1; INK 6;k$( T
O k): PRINT INK 6;AT 3,30;"L": F
OR f=9 TO 21 STEP 4: PRINT INK 2
;AT f,1;"▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀
▀▀▀▀▀": NEXT f: PRINT INK 2;AT
 5,1;"▀▀  ▀▀  ▀▀
 ▀▀"
 101 RESTORE 100: FOR f=USR "u"
TO USR "u"+7: READ g: POKE f,g:
NEXT f: FOR f=18 TO 19: PRINT IN
K 4;AT f,30;"U";AT f-4,1;"U";AT
f-8,30;"U";AT f-12,1;"U": NEXT f
 102 DATA 36,66,36,66,36,66,36,6
6
 103 LET a$="▀    ": RETURN
1000 GO SUB 4000: LET p$="12": L
ET bo=bb: LET c=10: GO SUB 100:
LET a=20: LET b=1: LET m=1: GO S
UB 6999+1+le
1010 GO TO 1250
1020 LET a$=a$(5)+a$( TO 4): PRI
NT INK 3;AT 5,4;a$;AT 5,13;a$;AT
 5,22;a$
1030 IF ATTR (a+1,b)=3 THEN PRIN
T AT a,b;" ": LET b=b+1
1035 PRINT AT a,b;"‡"
1039 IF cc=1 THEN PRINT AT a,b;h
$(d)
1040 GO SUB 9500
1050 LET p$=p$(2 TO )+p$(1): RES
TORE 2999+1*VAL p$(1): FOR f=USR
 "t" TO USR "t"+7: READ g: POKE
f,g: NEXT f: LET c$=c$(32)+c$( T
O 31): LET d$=d$(2 TO )+d$(1)
```

MAIN VARIABLES:

a = Vertical position of player
b = Horizontal position of player
bb = Value of bonus at beginning of screen
bo = Value of bonus left
f = Common loop variable
k = Number of keys collected
le = Difficulty level
li = Number of lives left
hs = High score
s = Score
st = Screen number
m = Variable to determine which way player is moving

LIST OF STRINGS:

a$ = Message which computer displays on screen and also string for moving marsh grass (ie, has more than one function)
c$ = Arrow string
d$ = Snake string
h$ = Movement string (ie, h$(1)=RIGHT h$(2)=LEFT)
k$ = Number of keys collected in visual form
l$ = Number of lives left in visual form
p$ = String which determines the snake graphics

PHARAOH'S TOMB

```
1060 PRINT INK 4;AT 20,1;d$( TO
30);AT 12,1;d$( TO 30); INK 5;AT
 8,1;c$( TO 30);AT 16,1;c$( TO 3
0)
1065 IF cc=1 THEN RETURN
1070 IF SCREEN$ (a+1,b)=" " THEN
 GO TO 8500
1080 IF a>6 THEN IF SCREEN$ (a,b
)<>" " THEN GO TO 8500
1090 IF SCREEN$ (a+1,b)=" " THEN
 GO TO 8500
1100 IF SCREEN$ (a,b+1)<>" " AND
 INKEY$="0" THEN GO TO 8500
1110 IF SCREEN$ (a,b-1)<>" " AND
 INKEY$="9" THEN GO TO 8500
1120 IF INKEY$="0" THEN LET m=1:
 PRINT AT a,b;" ": LET b=b+1: PR
INT AT a,b;h$(m): BEEP .05,21-a:
 BEEP .05,-(21-a)
1130 IF INKEY$="9" THEN PRINT AT
 a,b;" ": LET m=2: LET b=b-1: PR
INT AT a,b;h$(m): BEEP .05,21-a:
 BEEP .05,-(21-a)
1135 IF INKEY$="1" AND ATTR (a-2
,b)=4 THEN PRINT AT a,b;" ": LET
 a=a-4: BEEP .05,5: BEEP .05,9
1140 IF INKEY$="q" AND ATTR (a+2
,b)=4 THEN PRINT AT a,b;" ": LET
 a=a+4: BEEP .05,9: BEEP .05,5
1160 IF INKEY$="z" THEN IF b<>1
THEN LET d=2: GO TO 9200
1170 IF INKEY$="m" THEN IF b<>30
 THEN LET d=1: GO TO 9200
1175 NEXT f
1250 LET cc=0: GO TO 1020
2000 LET st=st+1: PRINT AT a,b;"
*": LET s=s+bo: GO SUB 9500: FOR
 f=0 TO 50 STEP 5: BEEP .05,f: B
EEP .05,-f: BEEP .05,f+1: NEXT f
: BEEP .2,0: LET k=k+1: FOR f=1
TO 500: NEXT f: IF k=14 THEN GO
TO 9000
2001 IF le<>14 THEN LET le=le+1
2002 FOR f=1 TO 22: POKE USR 328
0,0: NEXT f: GO TO 1000
3000 DATA 0,14,10,234,169,41,56,
0
3001 DATA 0,0,56,41,169,234,10,1
4
4000 LET a$="YOU ARE ON SCREEN "
4001 CLS : PRINT AT 10,4;: FOR f
=1 TO LEN a$: PRINT a$(f);: BEEP
 .05,RND*50: NEXT f: PRINT st: F
OR f=1 TO 500: NEXT f: RETURN
4900 IF SCREEN$ (a+1,b)<>" " THE
N LET s=s+5
4901 IF SCREEN$ (a+1,b+1)<>" " T
HEN LET s=s+5
4902 IF SCREEN$ (a+1,b-1)<>" " T
HEN LET s=s+5
4905 RETURN
7000 LET c$="                →
                  ": LET d$="
 T                            ": RETUR
N
7001 LET c$="                →
→                 ": LET d$="
 T          T                 ": RETUR
N
7002 LET c$="                →    →
            →     ": LET d$="
 T          T                T ": RETUR
N
7003 LET c$="                →    →
→           →     ": LET d$="
 T    T     T                T ": RETUR
N
```

```
                          →          →
7004 LET c$="  ": LET d$="  ": RETUR
→   →     →     T         T
 T   T     T
                                    →→
N                         →
7005 LET c$="  ": LET d$="  ": RETUR
→   →     →     TT        T
 T   T     T
                                    →→
N                         →
7006 LET c$="  ": LET d$="  ": RETUR
→   →→    →     TT        T
 T   TT    T
                                    →→
N                         →
7007 LET c$="   →→": LET d$="TT": RETUR
→   →→    →     TT
 T   TT    T
N
```

continued from page 9

```
7008 LET c$="
 ⁻   ⁻⁻     ⁻⁻    ⁻     ⁻⁻
 T    TT     T"; LET d$="    T
N                  TT    TT"; RETUR
7009 LET c$="
 ⁻   ⁻⁻     ⁻⁻   ⁻⁻    ⁻     ⁻⁻
 T    TT     T"; LET d$="    TT
N                  TT    TT"; RETUR
7010 LET c$="
 ⁻   ⁻⁻     ⁻⁻   ⁻⁻   ⁻⁻    ⁻⁻
 T    TT    TT"; LET d$="    TT
N                  TT    TT"; RETUR
7011 LET c$="
 ⁻⁻   ⁻⁻    ⁻⁻   ⁻⁻   ⁻⁻    ⁻⁻
 TT   TT    TT"; LET d$="    TT
N                  TT    TT"; RETUR
7012 LET c$="⁻
 ⁻   ⁻    ⁻    ⁻       ⁻     ⁻
 T    T    T    T"; LET d$="T   T
N                  T     "; RETUR
7013 LET c$="
 ⁻   ⁻⁻        ⁻⁻   ⁻⁻    ⁻⁻   ⁻⁻   ⁻
 T    TT   TT   TT"; LET d$="T   TT   T
N                  TT   TT    T"; RETUR
8000 CLS : PRINT AT 0,3;"A.D.SOF
TWARE PRESENT"; INK 6;AT 6,8;"
▞"; AT 5,3;"⌓";AT 2,8;"- THE";AT
4,12;"PHARAOH'S";AT 6,19;"TOMB
-"; INK 6;AT 8,3;"© BY ANDREW N.
DUFFY 1983"; INK 2;AT 10,3;"HIGH
 SCORE ";hs; PAPER 6; FLASH 1;AT
 12,3;" PRESS ANY KEY TO START "
8001 PAUSE 0: PAUSE 0: LET st=1:
 LET bb=2500: LET le=1: LET k=0:
 LET k$="▘▘▘▘▘▘▘▘▘▘": DIM h$(
2): LET h$(1)="♜": LET h$(2)="♜"
: LET s=0: LET li=3: LET l$="♜♜♜
```

```
8002 GO TO 1000
8500 IF SCREEN$ (a+1,b)=" " THEN
 FOR f=a TO 21: PRINT AT f,b;h$(
m): BEEP .05,21-f: PRINT AT f,b;
" ": NEXT f: LET a=21
8501 PRINT AT a,b; INK 6;"†": BE
EP .5,7: BEEP .5,5: BEEP .5,4: B
EEP .5,5: BEEP .5,4: BEEP .5,2:
BEEP 1,0
8502 LET li=li-1: IF li=0 THEN P
RINT AT 10,9;" GAME OVER ": IF s
>hs THEN LET hs=s
8503 FOR f=1 TO 500: NEXT f: FOR
 f=1 TO 22: POKE USR 3280,0: NEX
T f: IF li=0 THEN GO TO 8000
8504 GO TO 1000
9000 CLS : LET a$="WELL DONE!YOU
 HAVE FOUND THE    PHARAOH'S TOM
B AND THE GOLD IDOL": PRINT AT 2
,0: FOR f=1 TO LEN a$: PRINT INK
 INT (RND*3)+2;a$(f);: BEEP .05,
RND*50: NEXT f: FOR f=10 TO 20 S
TEP 2: PRINT INK 2;AT f,1;"⏢  ⏢
";AT f+1,1;"▥  ▥";AT f,25;"⏢
 ⏢";AT f+1,25;"▥  ▥": NEXT f
9001 FOR f=9 TO 19 STEP 2: PRINT
 INK 2;AT f,3;"⏢";AT f,27;"⏢";
AT f+1,3;"▥";AT f+1,27;"▥": NE
XT f
9002 LET po=15: FOR f=14 TO 21:
FOR g=po TO 31-po STEP 2: PRINT
INK 6;AT f,g;"▱": NEXT g: LET p
o=po-1: NEXT f
9003 PRINT INK 4;AT 11,8;"▀▀▀▀▀▀
▀▀▀▀▀▀▀▀▀▀";AT 7,0;"▀▀▀▀▀▀▀▀▀▀▀▀
▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀"
9004 PRINT INK 6;AT 10,15;"▞";A
T 9,15;"⌓"
9006 BEEP .5,0: BEEP .5,5: BEEP
.5,7: BEEP .5,9: BEEP .5,7: BEEP
 1,4
9007 FOR f=1 TO 2000: NEXT f: CL
S : PRINT AT 10,0; FLASH 1;"-NOW
 SEE IF YOU CAN DO IT AGAIN-": F
OR f=1 TO 500: NEXT f
9008 IF bb<>2000 THEN LET bb=bb-
100
9009 CLS : LET k=0: LET le=2: GO
 TO 1000
9200 IF SCREEN$ (a+1,b)=" " THEN
 GO TO 8500
9201 LET cc=1: PRINT AT a,b;" ":
 LET b=b+(d=1)-(d=2): LET a=a-1:
 LET p=0: IF ATTR (a,b)=4 THEN L
ET p=1: LET y=a: LET x=b
9202 IF ATTR (a,b)=6 THEN GO TO
2000
9203 GO SUB 1020: GO SUB 4900: P
RINT AT a,b;" ": BEEP .05,0: BEE
P .05,5: LET b=b+(d=1)-(d=2): LE
T a=a+1: IF a>6 THEN IF SCREEN$
(a,b)<>" " THEN GO TO 8500
9204 PRINT AT a,b;h$(m): BEEP .0
5,10: IF p=1 THEN PRINT INK 4;AT
 y,x;"U"
9206 LET cc=0: GO TO 1020
9500 PRINT AT 0,0;"SCORE:";s;"
 ";l$( TO li);AT 0,26;"BONUS:"
9501 LET c=c-1: IF c=0 THEN LET
c=10: LET bo=bo-100
9502 PRINT AT 1,26;bo;"  ": IF b
o=0 THEN GO TO 8500
9503 RETURN
```

OUTLAW

```
10 GOSUB 500
15 GRAPHICS 4:POKE 710,209:POKE 712,209
17 GOSUB 800
20 GOSUB 1000
30 GOSUB 2000
500 ? "[ESC CTRL CLEAR]":POKE 710,0
506 OPEN #3,4,0,"K:"
510 GRAPHICS 1+16:POKE 712,50
520 POSITION 0,1:? #6;"       OUTLAW"
530 POSITION 0,3:? #6;"  by Shaun Elwell
"
540 POSITION 0,5:? #6;"    INSTRUCTIONS?
"
550 POSITION 0,6:? #6;"      (Y or N)"
560 GET #3,KB:IF KB<>89 THEN RETURN
570 ? #6;"[ESC CTRL CLEAR]"
580 ? #6
590 ? #6;" the green player"
600 ? #6;" is the outlaw and"
610 ? #6;" is out to kill !!"
620 ? #6;" the red player is"
630 ? #6;" the sheriff and"
640 ? #6;" must defend his"
650 ? #6;" people against "
660 ? #6;" the evil outlaw!!"
670 ? #6;" the first person"
680 ? #6;" to hit the other"
690 ? #6;" 10 times wins."
700 POSITION 0,19:? #6;"    PRESS START"
710 IF PEEK(53279)<>6 THEN 710
720 RETURN
800 COLOR 1:PLOT 34,1:DRAWTO 34,6:DRAWTO
 37,6:PLOT 37,5
810 PLOT 38,5:DRAWTO 38,2:PLOT 35,2:PLOT
 39,3
820 PLOT 33,5:PLOT 33,3:PLOT 35,2:PLOT 3
5,4
830 PLOT 35,7:PLOT 35,8:PLOT 36,7:PLOT 3
6,8
840 PLOT 40,19:DRAWTO 40,23:PLOT 41,20:P
LOT 41,22:PLOT 39,21
850 PLOT 24,28:DRAWTO 24,30:DRAWTO 26,30
:PLOT 26,32
860 DRAWTO 26,27:PLOT 27,29:PLOT 28,29:D
RAWTO 28,27
870 PLOT 50,29:DRAWTO 50,32:PLOT 49,30:P
LOT 51,31
875 PLOT 50,2:DRAWTO 50,8:PLOT 49,4:PLOT
 51,3:PLOT 51,5:PLOT 49,6
880 RETURN
1000 A=PEEK(106)-8
1010 POKE 54279,A
1020 PMBASE=256*A
1022 FOR I=PMBASE+384 TO PMBASE+512
1024 POKE I,0
1026 NEXT I
1030 FOR I=PMBASE+512 TO PMBASE+640
1040 POKE I,0
1050 NEXT I
1060 FOR I=PMBASE+640 TO PMBASE+768
1070 POKE I,0
1080 NEXT I
1082 FOR I=PMBASE+768 TO PMBASE+896:POKE
 I,0:NEXT I
1090 X=50:Y=48:ZAP=X+14:SHOT=1:SC=0:BL=0
1100 X1=179:Y1=48:SC1=0:ZAP1=X1+5:SHOT1=
1:BL1=0
1110 POKE 704,216:POKE 705,52:POKE 559,4
6:POKE 53277,3
```

The sun was high above the small township of Atariville, California, when the gunfighter rode in on his jet black horse. He dismounted in front of the strangely silent saloon and turned to look down the deserted main street, deserted except for the lone figure of the sheriff—the only man brave enough to face the feared gunfighter.

The man in black fingered the butt of his silver Navy Colt which rested comfortably in the holster at his hip and began to walk toward the waiting sheriff. Somewhere a dog barked. The gunfighter shifted his cigar from one side of his mouth to another and prepared to send another victim to Boot Hill.

COMMENTS

Type the following in inverse:

```
Line 540    'INSTRUCTIONS?'
     550    '(Y or N)'
     590    'green'
     620    'red'
     670    'the first person'
     680    'to hit the other'
     690    '10 times'
     700    'PRESS START'
     2760   'PRESS START'
```

RUNS ON AN ATARI 400 IN 16K

BY SHAUN ELWELL

This game is for two players. Instead of only one life, however, you have ten! The idea of the game is to shoot your opponent ten times. A score is given at the end of the game—HITS divided by BULLETS USED * 1000.

The players are drawn using the Atari's special player/missile graphics, and the author has used a machine code routine to speed up vertical movement of the program and is accessed during play by a USR command.

For anyone who intends to use this routine in their own programs, note that the player/missile set up lines must be typed in the order shown.

WANTED
IN 45
STATES
SID
LIGHTNING
$150
KILLER
Mc GREW
$255
THE
RINGO
KID
$200
DEAD OR ALIVE

```
1120 POKE 53248,X:POKE 53249,X1:POKE 532
50,0
1130 FOR I=0 TO 8
1140 READ B
1150 POKE PMBASE+512+Y+I,B
1160 NEXT I
1170 DATA 12,30,12,9,14,8,8,20,18
1180 FOR I=0 TO 8
1190 READ B
1200 POKE PMBASE+640+Y1+I,B
1210 NEXT I
1220 DATA 6,15,6,18,14,2,2,5,9
1290 POKE 53256,1:POKE 53257,1
1340 GOSUB 10000
1350 GOSUB 10100
1990 RETURN
2000 S=STICK(0):SOUND 0,0,0,0:SOUND 1,0,
0,0
2010 S1=STICK(1)
2020 IF S=14 AND Y>=6 THEN B=USR(UP,PMBA
SE+511+Y):Y=Y-1
2030 IF S1=14 AND Y1>=6 THEN B=USR(UP,PM
BASE+639+Y1):Y1=Y1-1
2060 IF S=13 AND Y<=110 THEN B=USR(DOWN,
PMBASE+511+Y):Y=Y+1
2070 IF S1=13 AND Y1<=110 THEN B=USR(DOW
N,PMBASE+639+Y1):Y1=Y1+1
2090 POKE PMBASE+384+YM,0
2095 POKE PMBASE+384+YM1,0
2100 IF SHOT=1 THEN YM=Y+3:ZAP=X+14:POKE
 53252,ZAP
2105 IF SHOT1=1 THEN YM1=Y1+3:ZAP1=X1+5:
POKE 53253,ZAP1
2130 POKE PMBASE+384+YM,3
2135 POKE PMBASE+384+YM1,12
2160 IF STRIG(0)=0 THEN SHOT=0
2165 IF STRIG(1)=0 THEN SHOT1=0
2170 IF ZAP>200 THEN ZAP=X+14:SHOT=1:POK
E 53252,ZAP:BL=BL+1
2175 IF ZAP1<12 THEN ZAP1=X1+5:SHOT1=1:P
OKE 53253,ZAP1:BL1=BL1+1
2180 IF SHOT=0 THEN ZAP=ZAP+18:POKE 5325
2,ZAP:SOUND 0,80,8,10
2185 IF SHOT1=0 THEN ZAP1=ZAP1-18:POKE 5
3253,ZAP1:SOUND 1,80,8,10
2190 IF PEEK(53256)=3 THEN POKE 53252,X+
14:POKE 53278,0:BL=BL+1:SHOT=1:GOSUB 250
0
2195 IF PEEK(53257)=3 THEN POKE 53253,X1
+5:POKE 53278,0:BL1=BL1+1:SHOT1=1:GOSUB
3000
2197 IF PEEK(53248)=1 THEN POKE 53252,X+
14:POKE 53278,0:SHOT=1:BL=BL+1
2198 IF PEEK(53249)=1 THEN POKE 53253,X1
+5:POKE 53278,0:SHOT1=1:BL1=BL1+1
2200 GOTO 2000
2500 ? :? "     OUTLAW            SHERIF
F"
2505 POKE 755,1
2510 SC=SC+1
2520 ? :? "       ";SC;"
  ";SC1
2530 IF SC<>10 THEN RETURN
2550 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
2560 GOSUB 5000
2630 GRAPHICS 1+16
2640 POSITION 0,2:? #6;" THE outlaw WON
";SC;"-";SC1
```

OUTLAW

continued from page 13

```
2650 POSITION 0,4:? #6;"   SCORES:-"
2660 POSITION 0,6:? #6;"OUTLAW        SHE
RIFF"
2662 IF SC=0 THEN SCR=0:GOTO 2665
2663 SCR=INT(1000*(SC/BL))
2665 IF SC1=0 THEN SCR1=0:GOTO 2670
2666 SCR1=INT(1000*(SC1/BL1))
2670 POSITION 0,7:? #6;" ";SCR;"
   ";SCR1
2760 POSITION 0,13:? #6;"    PRESS START
"
2770 IF PEEK(53279)<>6 THEN 2670
2780 RESTORE :RUN
3000 ? :? "     OUTLAW           SHERIF
F"
3005 POKE 755,1
3010 SC1=SC1+1
3020 ? :? "         ";SC;"
  ";SC1
3030 IF SC1<>10 THEN RETURN
3050 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
3060 GOSUB 5000
3130 GRAPHICS 1+16
3140 POSITION 0,2:? #6;"THE sheriff WON
";SC1;"-";SC
3145 GOTO 2650
5000 GRAPHICS 0:POKE 710,209
5010 FOR I=1 TO 38:? CHR$(19);:NEXT I
5020 FOR I=1 TO 38:? CHR$(19);:NEXT I
5040 POSITION 7,4:? CHR$(160)
5050 POSITION 6,5:FOR I=1 TO 3:? CHR$(16
0);:NEXT I:POSITION 25,5:? CHR$(160)
5060 POSITION 7,6:? CHR$(160):POSITION 2
4,6:FOR I=1 TO 3:? CHR$(160);:NEXT I
5070 POSITION 7,7:? CHR$(160):POSITION 2
5,7:? CHR$(160)
5080 POSITION 7,8:? CHR$(160):POSITION 2
5,8:? CHR$(160)
5090 POSITION 25,9:? CHR$(160):POSITION
11,9:? CHR$(9);:? CHR$(15)
5100 POSITION 11,10:? CHR$(160);:? CHR$(
160):POSITION 32,11:? CHR$(160);:? CHR$(
160)
5110 POSITION 11,11:? CHR$(160);:? CHR$(
160)
5120 POSITION 32,12:? CHR$(160);:? CHR$(
160)
5140 POSITION 4,13:? CHR$(160)
5150 POSITION 3,14:FOR I=1 TO 3:? CHR$(1
60);:NEXT I
5160 POSITION 4,15:? CHR$(160)
5170 POSITION 4,16:? CHR$(160):POSITION
27,16:? CHR$(8);:? CHR$(10)
5180 POSITION 4,17:? CHR$(160):POSITION
27,17:? CHR$(160);:? CHR$(160)
5185 ? "[12 SPACES][CTRL Q][9 CTRL R][CT
RL E]"
5190 ? "[12 SPACES][SHIFT=]BOOT HILL[SHI
FT=]"
5200 ? "[12 SPACES][CTRL Z][9 CTRL R][CT
RL C]"
5220 FOR I=1 TO 13:POSITION I,21:? CHR$(
19);:NEXT I:FOR I=25 TO 39:POSITION I,21
:? CHR$(19);:NEXT I
5230 FOR I=1 TO 13:POSITION I,22:? CHR$(
19);:NEXT I:FOR I=25 TO 39:POSITION I,22
:? CHR$(19);:NEXT I
5300 SOUND 0,122,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 120:NEXT W
5310 SOUND 0,145,10,10:FOR W=0 TO 120:NE
XT W
5320 SOUND 0,109,10,10:SOUND 1,109,10,8:
SOUND 2,92,10,8:FOR W=0 TO 240:NEXT W
5330 SOUND 0,145,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 480:NEXT W
5340 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2
,0,0,0
5500 POSITION 20,11:? CHR$(19)
5510 POSITION 20,12:? "!"
5520 POSITION 19,13:? CHR$(6);CHR$(13);C
HR$(7)
5530 POSITION 19,14:? CHR$(13);CHR$(13);
CHR$(13)
5540 POSITION 0,22:?
5550 FOR U=0 TO 500:NEXT U
5560 GRAPHICS 1+16
5570 RETURN
10000 DIM UPCODE$(21):UP=ADR(UPCODE$)
10010 FOR I=UP TO UP+20
10020 READ B:POKE I,B
10030 NEXT I:RETURN
10040 DATA 104,104,133,204,104,133,203
10050 DATA 160,1,177,203,136,145,203
10060 DATA 200,200,192,11,208,245,96
10100 DIM DOWNCODE$(21):DOWN=ADR(DOWNCOD
E$)
10110 FOR I=DOWN TO DOWN+20
10120 READ B:POKE I,B
10130 NEXT I:RETURN
10140 DATA 104,104,133,204,104,133,203
10150 DATA 160,10,177,203,200,145,203
10160 DATA 136,136,192,255,208,245,96
```

Variables

PMBASE = starting memory location of player missiles.
X = horizontal position of player 0
X1 = horizontal position of player 1
Y = vertical position of player 0
Y1 = vertical position of player 1
ZAP = horizontal position of missile 0
ZAP1 = horizontal position of missile 1
SC = number of hits for player 0
SC1 = number of hits for player 1
BL = bullets fired for player 0
BL1 = bullets fired for player 1

How it runs

10-30 : GOSUB instructions, playfield set up, and player/missile set up.
500-560 : Titles and ask for instructions.
570-729 : Instructions.
800-880 : Draw playfield.
1000-1020 : Find top of memory and set up player/missile start.
1022-1080 : Clear missiles and players.
1130-1220 : Draw players.
1340-1350 : Set up M/C routine.
2000-2200 : Sense joysticks and do movement.
2090-2185 : Sense trigger and do firing.
2190-2200 : Sense hit on players and cacti.
2500-2530 : Increase score when player 1 is hit.
2550-2780 : If player 0 has won then do scores.
3000-3030 : If player 0 is hit then increase score.
3050-3145 : If player 1 wins say so and GOSUB 2650 to do scores
5000-5230 : Draw graveyard.
5300-5340 : Play tune.
5500-5550 : Draw new grave.
10000-10160: Data for M/C routine.

MARTIAN INVASION

RUNS ON A VIC20 IN 3.5K

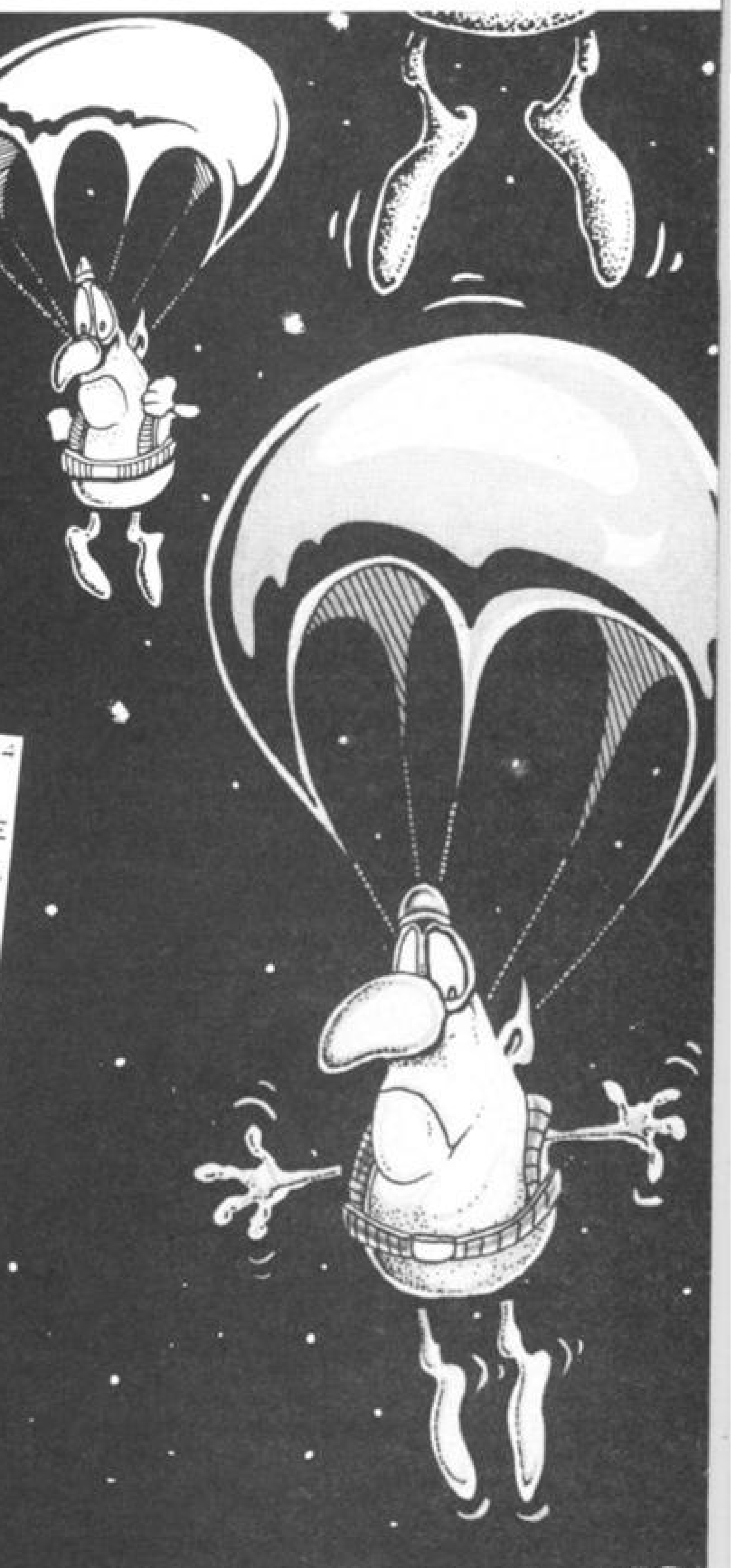
BY ANON

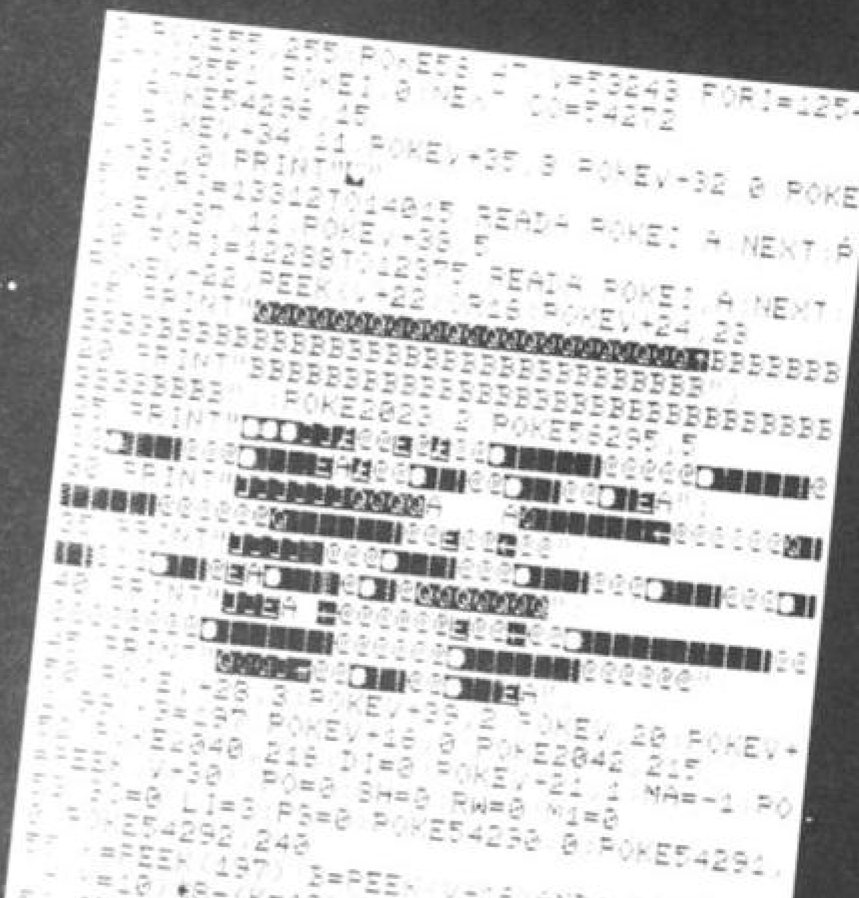
You may have heard some very misguided people claim that there isn't any life on Mars.

They have been pulling the wool over our eyes for years. Hundreds of Martians have been living and working in secret on Earth for many years now, laying the plans for the invasion to begin.

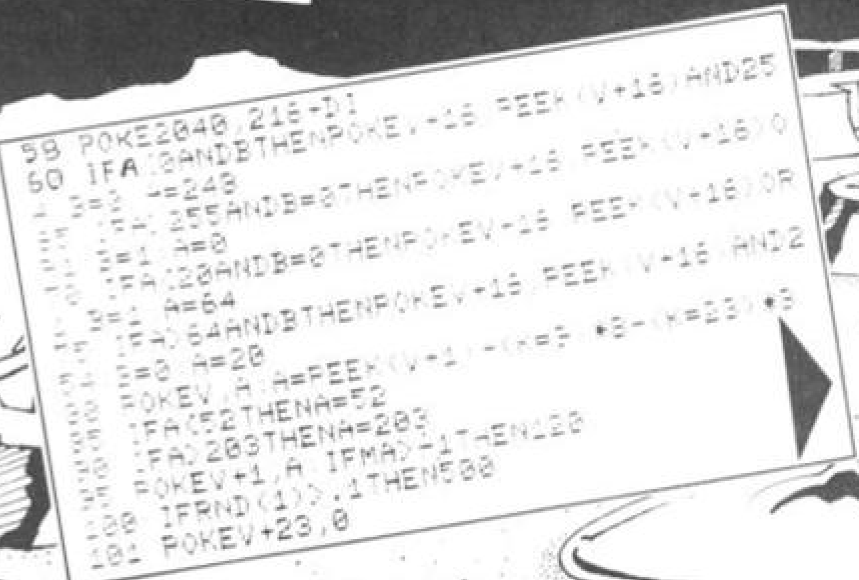
Now that we've given you a warning, it's up to you to do the decent thing and save the Earth.

Not easy when you're faced with hordes of laser-spitting green aliens. But we're sure you'll do your best.





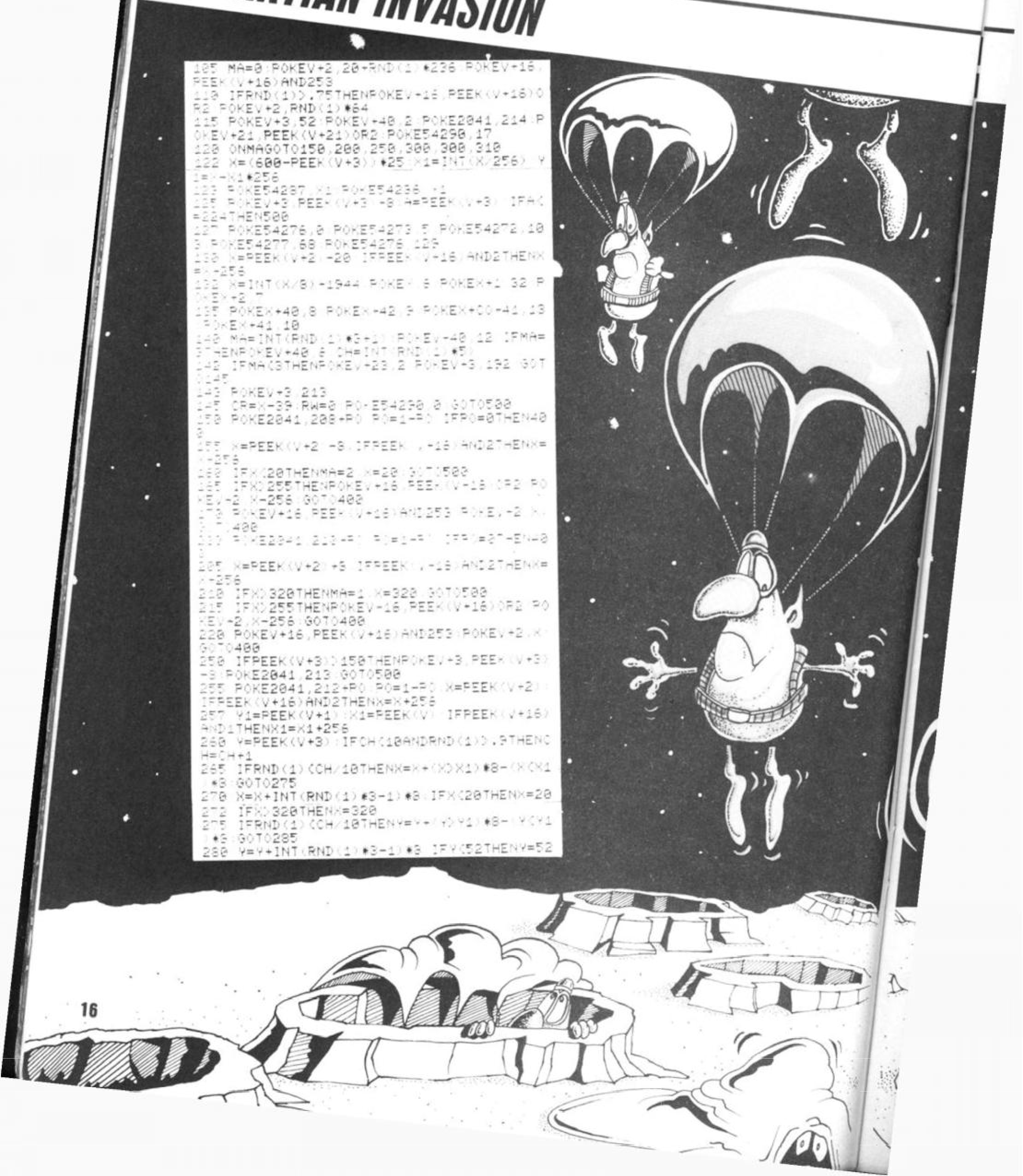
```
[illegible]EEE,255:POKE[illegible] V=53248:FORI=1254
[illegible]255:POKEI,0:NEXT:CO=54272
[illegible]E54296,15
[illegible]EV+34,11:POKEV+35,8:POKEV+32,0:POKE
[illegible]23,0:PRINT"[illegible]"
[illegible]=13312TO14015:READA:POKEI,A:NEXT:A
[illegible]V+37,11:POKEV+38,5
[illegible]=12288TO12375:READA:POKEI,A:NEXT
[illegible]V+22,PEEK(V+22)[illegible]:POKEV+24,23
[illegible]
[illegible]PRINT"BBBBBBBBBBBBBBBBBBBBBBBBBBB";
[illegible]BBBBB";:POKE2023,2:POKE55295,5
[illegible]
[illegible]
[illegible]-28,3:POKEV+39,2:POKEV,20:POKEV+
[illegible]POKEV+16,0:POKE2042,215
[illegible]E2040,216:DI=0:POKEV+21,1:MA=-1:PO
[illegible]EEK(V+30):PO=0:SH=0:RW=0:M1=0
[illegible]=0:LI=3:PS=0:POKE54290,0:POKE54291,
[illegible]POKE54292,240
[illegible]=PEEK(197):B=PEEK(V+16)AND1:A=PEEK(V
[illegible]=10)*8-(K=18)*8
[illegible]IFK=10THENDI=1
57 IFK=18THENDI=0
```



```
58 POKE2040,216+DI
60 IFA<0ANDBTHENPOKEV+16,PEEK(V+16)AND25
[illegible]B=0:A=248
[illegible]IFA>255ANDB=0THENPOKEV+16,PEEK(V+16)OR
[illegible]B=1:A=0
[illegible]IFA<20ANDB=0THENPOKEV+16,PEEK(V+16)AND2
[illegible]B=1:A=64
[illegible]IFA>64ANDBTHENPOKEV+16,PEEK(V+16)[illegible]
[illegible]B=0:A=20
[illegible]POKEV,A:A=PEEK(V+1)-(K=[illegible])*8-(K=23)*8
[illegible]IFA<52THENA=52
[illegible]IFA>203THENA=203
[illegible]POKEV+1,A:IFMA>-1THEN120
100 IFRND(1)>.1THEN500
101 POKEV+23,0
```

MARTIAN INVASION

```
105 MA=0:POKEV+2,20+RND(1)*236:POKEV+16,
PEEK(V+16)AND253
110 IFRND(1)>.75THENPOKEV+16,PEEK(V+16)O
R2:POKEV+2,RND(1)*64
115 POKEV+3,52:POKEV+40,2:POKE2041,214:P
OKEV+21,PEEK(V+21)OR2:POKE54290,17
120 ONMAGOTO150,200,250,300,300,310
122 X=(600-PEEK(V+3))*25:X1=INT(X/256):Y
1=X-X1*256
123 POKE54287,X1:POKE54286,Y1
125 POKEV+3,PEEK(V+3)-8:A=PEEK(V+3):IFA<
=224THEN500
127 POKE54276,0:POKE54273,5:POKE54272,10
3:POKE54277,68:POKE54276,129
130 X=PEEK(V+2)-20:IFPEEK(V+16)AND2THENX
=X+256
132 X=INT(X/8)-1944:POKEX,6:POKEX+1,32:P
OKEX+2,7
135 POKEX+40,8:POKEX+42,9:POKEX+80-41,13
:POKEX+41,10
140 MA=INT(RND(1)*3+1):POKEV+40,12:IFMA=
3THENPOKEV+40,8:CH=INT(RND(1)*5)
142 IFMA<3THENPOKEV+23,2:POKEV+3,192:GOT
O145
143 POKEV+3,213
145 CR=X-39:RW=0:POKE54290,0:GOTO500
150 POKE2041,208+PO:PO=1-PO:IFPO=0THEN40
0
155 X=PEEK(V+2)-8:IFPEEK(V+16)AND2THENX=
X+256
160 IFX<20THENMA=2:X=20:GOTO500
165 IFX>255THENPOKEV+16,PEEK(V+16)OR2:PO
KEV+2,X-256:GOTO400
170 POKEV+16,PEEK(V+16)AND253:POKEV+2,X:
GOTO400
200 POKE2041,210+PO:PO=1-PO:IFPO=0THEN40
0
205 X=PEEK(V+2)+8:IFPEEK(V+16)AND2THENX=
X+256
210 IFX>320THENMA=1:X=320:GOTO500
215 IFX>255THENPOKEV+16,PEEK(V+16)OR2:PO
KEV+2,X-256:GOTO400
220 POKEV+16,PEEK(V+16)AND253:POKEV+2,X:
GOTO400
250 IFPEEK(V+3)>150THENPOKEV+3,PEEK(V+3)
-3:POKE2041,213:GOTO500
255 POKE2041,212+PO:PO=1-PO:X=PEEK(V+2):
IFPEEK(V+16)AND2THENX=X+256
257 Y1=PEEK(V+1):X1=PEEK(V):IFPEEK(V+16)
AND1THENX1=X1+256
260 Y=PEEK(V+3):IFCH<10ANDRND(1)>.9THENC
H=CH+1
265 IFRND(1)<CH/10THENX=X+(X>X1)*8-(X<X1
)*8:GOTO275
270 X=X+INT(RND(1)*3-1)*8:IFX<20THENX=20
272 IFX>320THENX=320
275 IFRND(1)<CH/10THENY=Y+(Y>Y1)*8-(Y<Y1
)*8:GOTO285
280 Y=Y+INT(RND(1)*3-1)*8:IFY<52THENY=52
```



continued from page 15

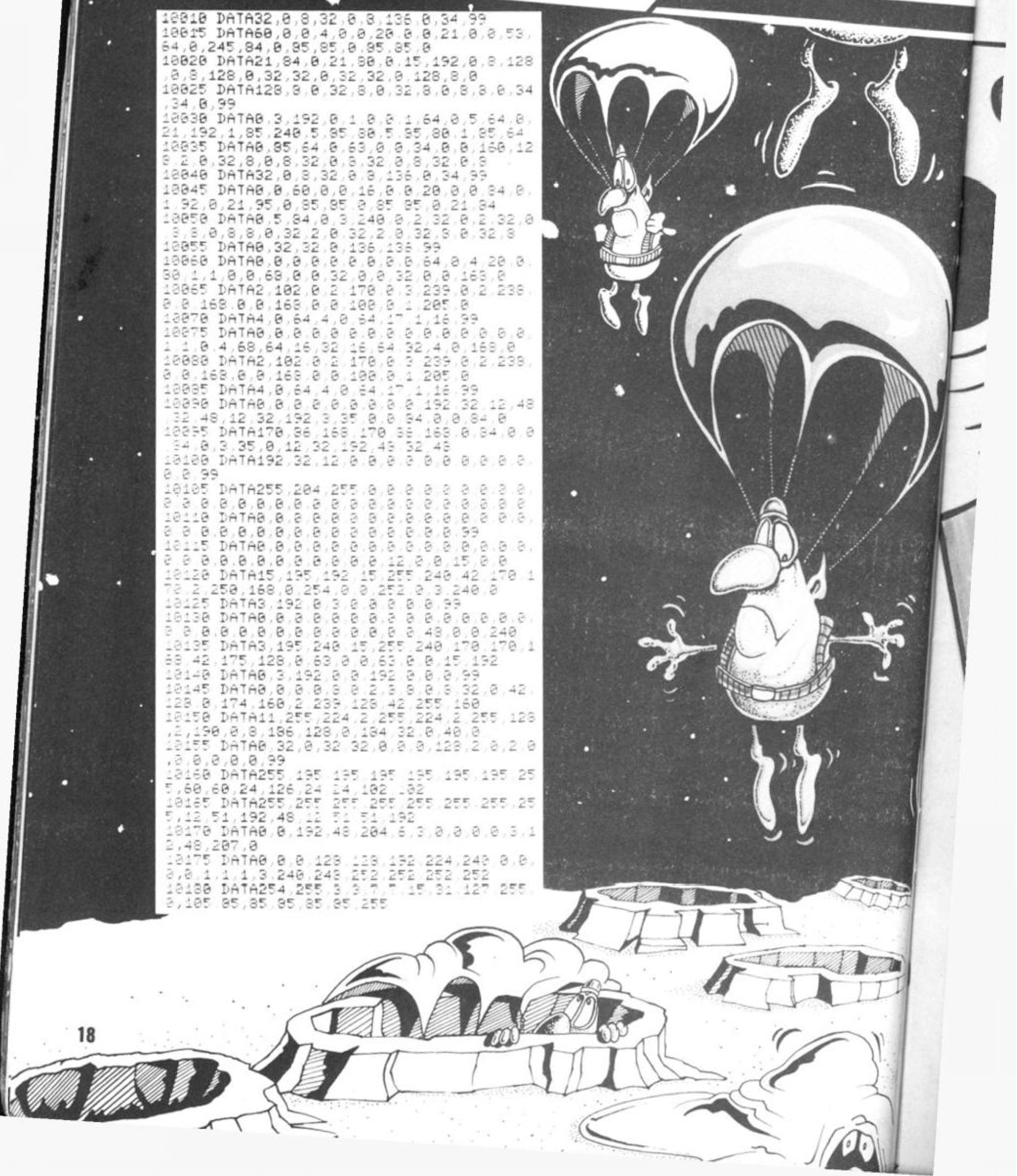
```
255 POKEV+3,Y:IFX>255THENPOKEV+16,PEEK(V
+16)OR2:POKEV+2,X-256:GOTO500
260 POKEV+16,PEEK(V+16)AND253:POKEV+2,X:
GOTO500
300 POKE2041,218:POKEV+40,2:MA=MA+1:GOTO
500
310 POKEV+21,PEEK(V+21)AND253:MA=-1:GOTO
500
400 IFSH<>0ORRND(1)<.1THEN500
402 POKE54276,0:POKE54273,72:POKE54272,1
69:POKE54277,79:POKE54276,129
405 SH=-1:X=PEEK(V+2)-18:IFMA=2THENSH=1:
X=PEEK(V+2)+18
406 IFPEEK(V+16)AND2THENX=X+256
407 IFX>255THENPOKEV+16,PEEK(V+16)OR4:PO
KEV+4,X-256:GOTO410
408 POKEV+16,PEEK(V+16)AND251:POKEV+4,X
410 POKEV+5,PEEK(V+3):POKEV+41,8:POKEV+2
1,PEEK(V+21)OR4
500 IFPEEK(V+30)AND1THEN1000
505 IFSH=0THEN530
510 X=PEEK(V+4)+SH*18:IFPEEK(V+16)AND4TH
ENX=X+256
515 IFX<20ORX>320THENPOKEV+21,PEEK(V+21)
AND251:SH=0:GOTO530
520 IFX>255THENPOKEV+16,PEEK(V+16)OR4:PO
KEV+4,X-256:GOTO530
525 POKEV+16,PEEK(V+16)AND251:POKEV+4,X:
I=PEEK(V+30)
530 IFRW>0THEN550
535 IFRND(1)<.95ORMA<1THEN600
540 RW=CR
550 POKERW+CO,2:POKERW,3:R1=RW+INT(RND(1
)*3-1)
```

```
555 IFR1<1904ORR1>1943THENRW=0:GOTO600
560 POKER1+CO,2:IFR1<RWTHENPOKER1,5:GOTO
575
565 IFR1>RWTHENPOKER1,4:GOTO575
570 POKER1,3
575 RW=R1
600 IFPS<>0ORK<>13THEN650
602 POKE54276,0:POKE54273,57:POKE54272,1
72:POKE54277,79:POKE54276,129
605 X=PEEK(V)+24:Y=PEEK(V+1)+13:IFPEEK(V
+16)AND1THENX=X+256
610 PS=1:IFDITHENPS=-1:X=X-48
615 POKEV+7,Y:IFX>255THENPOKEV+6,X-256:P
OKEV+16,PEEK(V+16)OR8:GOTO625
620 POKEV+6,X:POKEV+16,PEEK(V+16)AND247
625 POKEV+42,8:POKE2043,215:POKEV+21,PEE
K(V+21)OR8
650 IFPS=0THEN675
655 X=PEEK(V+6)+PS*12:Y=PEEK(V+7):IFPEEK
(V+16)AND8THENX=X+256
660 IFX<20ORX>320THENPOKEV+21,PEEK(V+21)
AND247:PS=0:GOTO675
665 IFX>255THENPOKEV+6,X-256:POKEV+16,PE
EK(V+16)OR8:GOTO675
670 POKEV+6,X:POKEV+16,PEEK(V+16)AND247
675 IFPEEK(V+30)AND2THEN677
676 GOTO690
677 SC=SC+10:MA=4:POKEV+21,PEEK(V+21)AND
247:PS=0
680 POKE54276,0:POKE54273,34:POKE54272,7
5:POKE54277,74:POKE54276,129
685 POKE54290,0
690 GOTO55
1000 POKE2040,218:SH=0:POKEV+21,PEEK(V+2
1)AND251:POKE54276,0:POKE54277,143
1005 POKE54273,3:POKE54272,155:POKE54276
,129:FORI=1TO2000:NEXT
1010 LI=LI-1:I=PEEK(V+30):POKEV+21,PEEK(
V+21)AND254:POKEV,20:POKEV+1,99
1012 POKEV+16,PEEK(V+16)AND254:DI=0
1015 IFLI>0THENPOKE2040,16:POKEV+21,PEEK
(V+21)OR1:I=PEEK(V+30):GOTO55
1017 POKE54273,0:POKE54272,0:POKE54237,0
:POKE54286,0
1020 POKEV+24,20:POKEV+21,0:PRINT"HARD
 LINES"
1025 PRINT"YOU SCORED";SC
1030 PRINT"THE MARTIANS WILL OVER RUN
 EARTH"
1035 PRINT"ANOTHER GAME?"
1040 GETA$:IFA$="Y"THENPOKEV+24,28:PRINT
"";:GOTO15
1045 IFA$<>"N"THEN1040
1050 POKEV+22,PEEK(V+22)AND239
1060 END
10000 DATA3,192,0,0,64,0,1,64,0,1,80,0,3
,84,0,15,85,64,5,85,80,5,85,80,1,85,64
10005 DATA1,85,0,0,252,0,0,136,0,2,10,0,
8,0,128,32,0,32,32,0,8,32,0,8,32,0,8
```

MARTIAN INVASION

continued from page 17

```
10010 DATA32,0,8,32,0,8,136,0,34,99
10015 DATA60,0,0,4,0,0,20,0,0,21,0,0,53,
64,0,245,84,0,85,85,0,85,85,0
10020 DATA21,84,0,21,80,0,15,192,0,8,128
,0,8,128,0,32,32,0,32,32,0,128,8,0
10025 DATA128,8,0,32,8,0,32,8,0,8,8,0,34
,34,0,99
10030 DATA0,3,192,0,1,0,0,1,64,0,5,64,0,
21,192,1,85,240,5,85,80,5,85,80,1,85,64
10035 DATA0,85,64,0,63,0,0,34,0,0,160,12
8,2,0,32,8,0,8,32,0,8,32,0,8,32,0,8
10040 DATA32,0,8,32,0,8,136,0,34,99
10045 DATA0,0,60,0,0,16,0,0,20,0,0,84,0,
1,92,0,21,95,0,85,85,0,85,85,0,21,84
10050 DATA0,5,84,0,3,240,0,2,32,0,2,32,0
,8,8,0,8,8,0,32,2,0,32,2,0,32,8,0,32,8
10055 DATA0,32,32,0,136,136,99
10060 DATA0,0,0,0,0,0,0,0,64,0,4,20,0,
80,1,1,0,0,68,0,0,32,0,0,32,0,0,168,0
10065 DATA2,102,0,2,170,0,3,239,0,2,238,
0,0,168,0,0,168,0,0,100,0,1,205,0
10070 DATA4,0,64,4,0,64,17,1,16,99
10075 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
1,1,0,4,68,64,16,32,16,64,32,4,0,168,0
10080 DATA2,102,0,2,170,0,3,239,0,2,238,
0,0,168,0,0,168,0,0,100,0,1,205,0
10085 DATA4,0,64,4,0,64,17,1,16,99
10090 DATA0,0,0,0,0,0,0,0,0,192,32,12,48
,32,48,12,32,192,3,35,0,0,84,0,0,84,0
10095 DATA170,86,168,170,86,168,0,84,0,0
,84,0,3,35,0,12,32,192,48,32,48
10100 DATA192,32,12,0,0,0,0,0,0,0,0,0,0,
0,0,99
10105 DATA255,204,255,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10110 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,99
10115 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,12,0,0,15,0,0
10120 DATA15,195,192,15,255,240,42,170,1
70,2,250,168,0,254,0,0,252,0,3,240,0
10125 DATA3,192,0,3,0,0,0,0,0,99
10130 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,48,0,0,240
10135 DATA3,195,240,15,255,240,170,170,1
68,42,175,128,0,63,0,0,63,0,0,15,192
10140 DATA0,3,192,0,0,192,0,0,0,99
10145 DATA0,0,0,0,8,0,2,8,8,0,8,32,0,42,
128,0,174,160,2,239,128,42,255,160
10150 DATA11,255,224,2,255,224,2,255,128
,2,190,0,8,186,128,0,184,32,0,40,0
10155 DATA0,32,0,32,32,0,0,0,128,2,0,2,0
,0,0,0,0,0,99
10160 DATA255,195,195,195,195,195,195,25
5,60,60,24,126,24,24,102,102
10165 DATA255,255,255,255,255,255,255,25
5,12,51,192,48,12,51,51,192
10170 DATA0,0,192,48,204,0,3,0,0,0,0,3,1
2,48,207,0
10175 DATA0,0,0,128,128,192,224,240,0,0,
0,0,1,1,1,3,240,248,252,252,252,252
10180 DATA254,255,3,3,7,7,15,31,127,255,
0,105,85,85,85,85,85,255
```



CRICKET

RUNS ON A 48K SPECTRUM

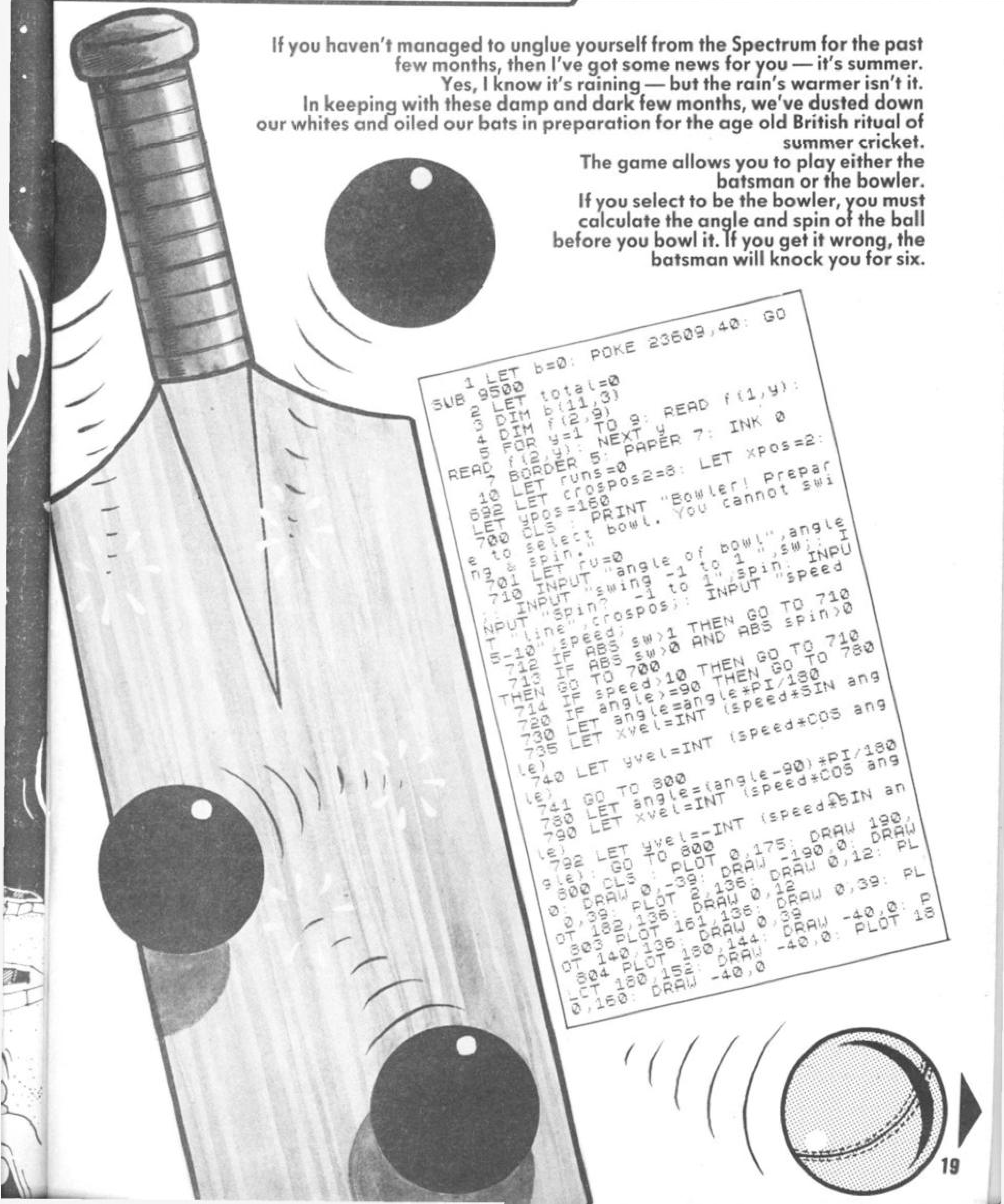
BY ANDREW HENDERSON

If you haven't managed to unglue yourself from the Spectrum for the past few months, then I've got some news for you — it's summer. Yes, I know it's raining — but the rain's warmer isn't it.

In keeping with these damp and dark few months, we've dusted down our whites and oiled our bats in preparation for the age old British ritual of summer cricket.

The game allows you to play either the batsman or the bowler.

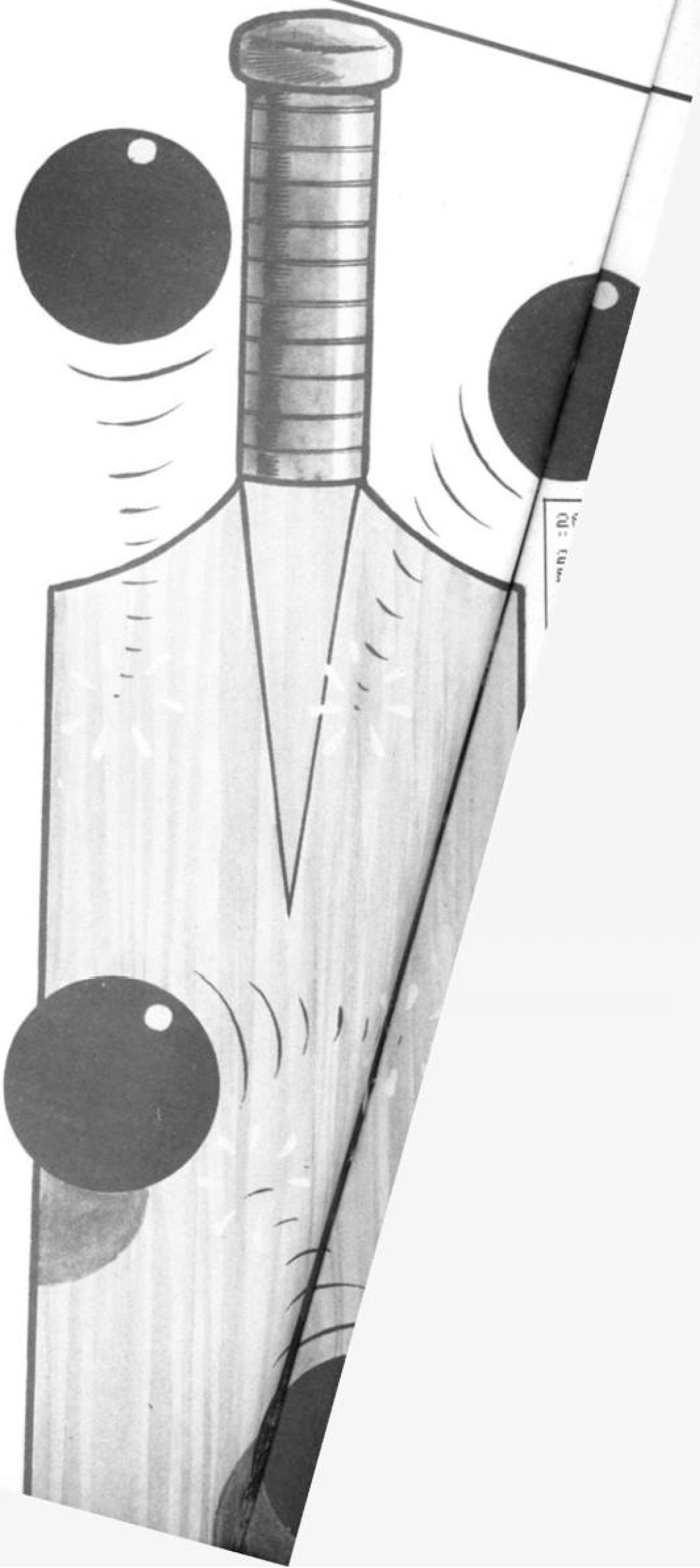
If you select to be the bowler, you must calculate the angle and spin of the ball before you bowl it. If you get it wrong, the batsman will knock you for six.



```
   1 LET b=0: POKE 23609,40: GO
SUB 9500
   2 LET total=0
   3 DIM b(11,3)
   4 DIM f(2,9)
   5 FOR y=1 TO 9: READ f(1,y):
READ f(2,y): NEXT y
   7 BORDER 5: PAPER 7: INK 0
  10 LET runs=0
 692 LET crospos2=8: LET xpos=2:
LET ypos=160
 700 CLS : PRINT "Bowler! Prepar
e to select bowl. You cannot swi
ng & spin."
 701 LET ru=0
 710 INPUT "angle of bowl",angle
;: INPUT "swing -1 to 1 ",sw;: I
NPUT "Spin? -1 to 1",spin: INPU
T "line",crospos;: INPUT "speed
5-10",speed;
 712 IF ABS sw>1 THEN GO TO 710
 713 IF ABS sw>0 AND ABS spin>0
THEN GO TO 700
 714 IF speed>10 THEN GO TO 710
 720 IF angle>=90 THEN GO TO 780
 730 LET angle=angle*PI/180
 735 LET xvel=INT (speed*SIN ang
le)
 740 LET yvel=INT (speed*COS ang
le)
 741 GO TO 800
 780 LET angle=(angle-90)*PI/180
 790 LET xvel=INT (speed*COS ang
le)
 792 LET yvel=-INT (speed*SIN an
gle): GO TO 800
 800 CLS : PLOT 0,175: DRAW 190,
0: DRAW 0,-39: DRAW -190,0: DRAW
 0,39: PLOT 2,136: DRAW 0,12: PL
OT 182,136: DRAW 0,12
 803 PLOT 161,136: DRAW 0,39: PL
OT 140,136: DRAW 0,39
 804 PLOT 180,144: DRAW -40,0: P
LOT 180,152: DRAW -40,0: PLOT 18
0,160: DRAW -40,0
```

CRICKET

```
 805 INK 4: PRINT AT 12,0;"█████
████████████████████████████";AT
14,0;"██████████████████████████
█████";: INK 2
 810 PRINT AT 16,13;"L M O";
 820 PLOT xpos,ypos: PRINT AT 13
,INT crospos2;" ";AT 13,INT cros
pos;"O"
 825 IF INKEY$="s" THEN GO TO 26
00
 826 IF INKEY$="h" THEN GO TO 26
90
 830 LET xpos=xpos+xvel
 835 LET ypos=ypos+INT (yvel)
 840 LET crospos2=crospos
 850 LET crospos=(crospos2+sw/3.
5)
 860 LET yvel=yvel-.12
 865 IF ypos<=137 THEN LET yvel=
ABS (yvel)
 866 IF ypos<=137 AND sw=0 THEN
LET sw=spin
 870 IF crospos>31 OR crospos<0
THEN GO TO 2000
 875 IF xpos>=182 THEN GO TO 300
0
 880 IF ypos<175 THEN GO TO 820
 882 PRINT "that was a height wi
de!": IF speed<=5 THEN GO TO 201
0: PRINT "It also went for 4 bye
s.": LET ru=4: GO TO 4000
 883 GO TO 2010
2000 CLS : PRINT "That ball flew
 wide! An extra   run to the bat
sman."
2010 LET ru=1
2011 GO TO 4000
2600 CLS : INPUT "front or back
foot?  1/2",foot
2601 PRINT "batsman no.";b+1;
2602 GO TO 2602+foot
2603 LET ffl=139: LET fbl=162: G
O TO 2610
2604 LET ffl=161: LET fbl=182: G
O TO 2610
2610 INPUT "shot: high,medium,lo
w?  1,2,3?  ALSO 4 for v.high.",
heig: GO TO 2610+heig
2611 LET uhl=161: LET lhl=152: G
O TO 2620
2612 LET uhl=153: LET lhl=142: G
O TO 2620
2613 LET uhl=143: LET lhl=135: G
O TO 2620
2614 LET uhl=176: LET lhl=160: G
O TO 2620
2620 INK 4: PRINT AT 0,0;"██████
██████████████████████████";: PR
INT AT 2,0;"████████████████████
████████████";: INK 2: LET batc=
12: PRINT AT 5,13;"L M O";
2621 PRINT AT 13,4;"press z & x
to select bat position.  press r
 when satisfied."
2625 PRINT AT 1,0;"
                   ";AT 1,batc;"
BBBB";
2626 IF INKEY$="r" THEN GO TO 26
31
2627 LET batc=batc-(INKEY$="z")+
(INKEY$="x")
2628 IF batc<0 THEN LET batc=0
2629 IF batc>28 THEN LET batc=28
2630 GO TO 2625
```



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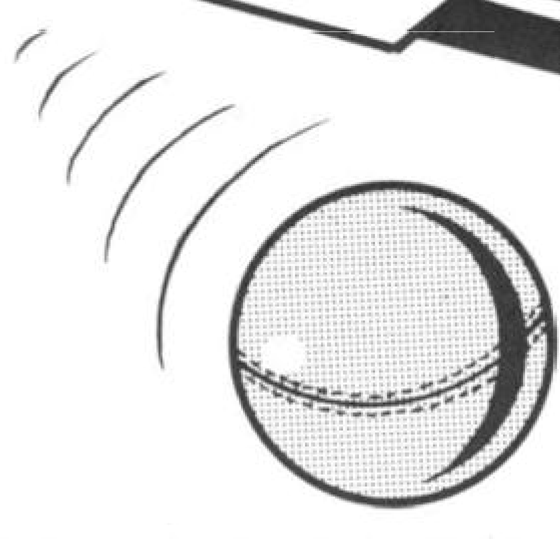
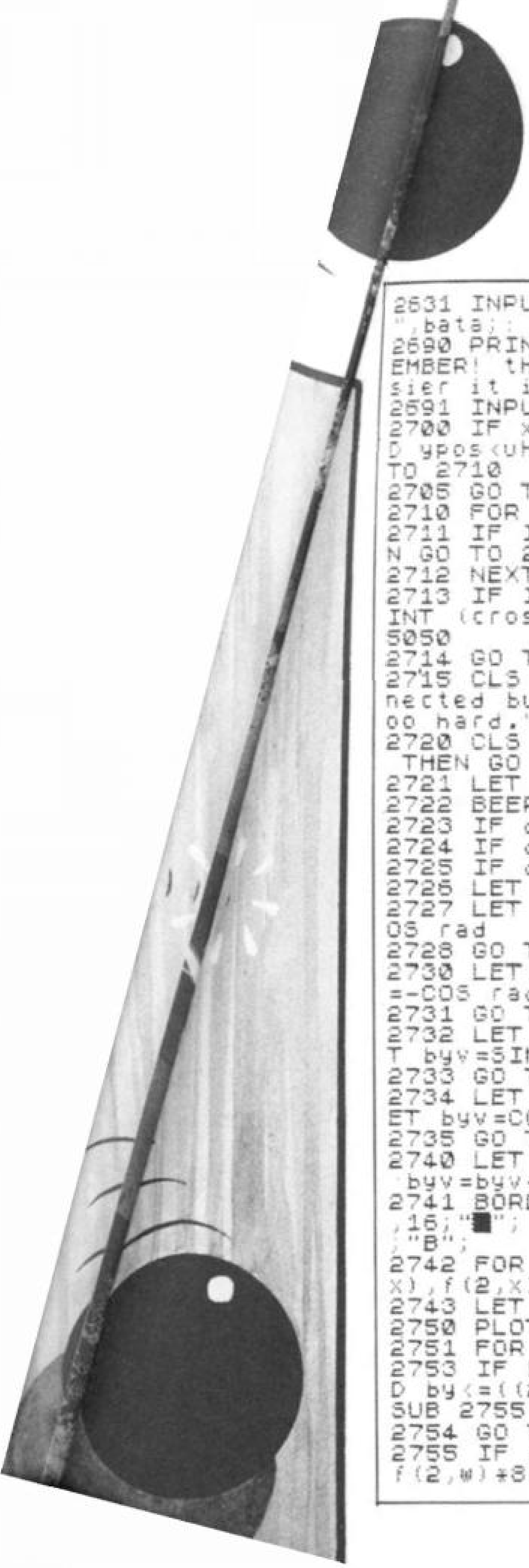
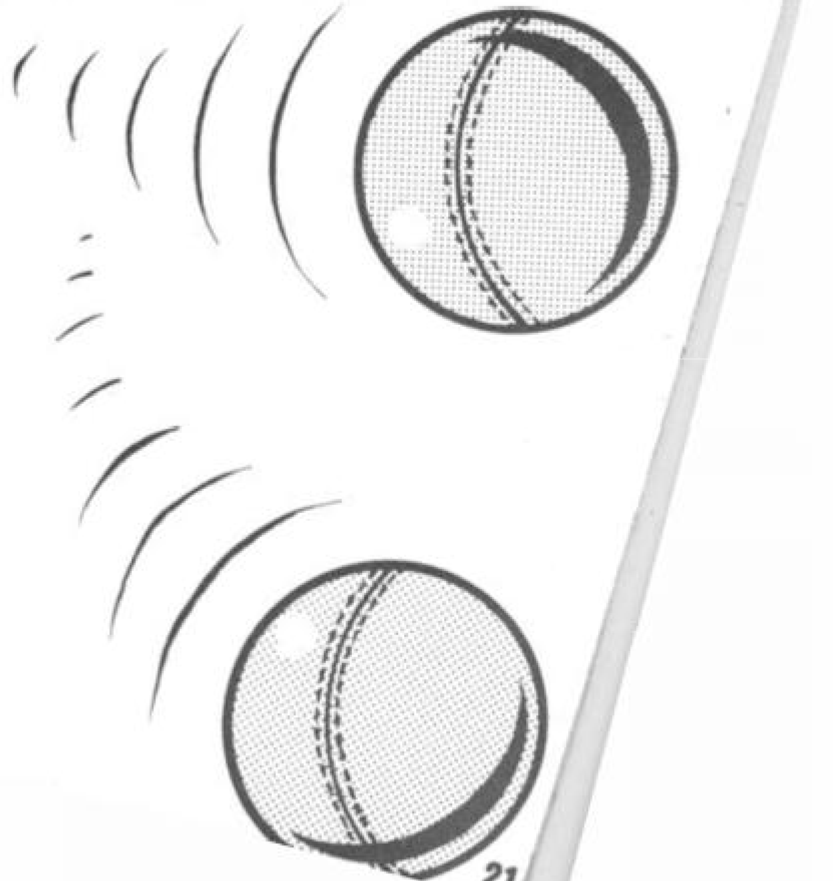




```
2631 INPUT "bat angle -85 to 85?
",bata;: GO TO 800
2690 PRINT AT 6,0;"how hard? REM
EMBER! the harder you hit the ea
sier it is to miss? 1,2,3,4?"
2691 INPUT hard
2700 IF xpos>ffl AND xpos<fbl AN
D ypos<uhl AND ypos>lhl THEN GO
TO 2710
2705 GO TO 800
2710 FOR n=0 TO 3
2711 IF INT (crospos)=batc+n THE
N GO TO 2720
2712 NEXT n
2713 IF INT (crospos)=batc-1 OR
INT (crospos)=batc+4 THEN GO TO
5050
2714 GO TO 800
2715 CLS : PRINT "you'd have con
nected but you    tried to hit t
oo hard.": PAUSE 78: GO TO 800
2720 CLS : IF RND*20>22-(2*hard)
 THEN GO TO 2715
2721 LET dir=170+(2*bata)+RND*20
2722 BEEP .5,-5
2723 IF dir<90 THEN GO TO 2730
2724 IF dir<180 THEN GO TO 2732
2725 IF dir<270 THEN GO TO 2734
2726 LET rad=(dir-270)/180*PI
2727 LET byv=-SIN rad: LET bxv=C
OS rad
2728 GO TO 2740
2730 LET rad=dir/180*PI: LET byv
=-COS rad: LET bxv=-SIN rad
2731 GO TO 2740
2732 LET rad=(dir-90)/180*PI: LE
T byv=SIN rad: LET bxv=-COS rad
2733 GO TO 2740
2734 LET rad=(dir-180)/180*PI: L
ET byv=COS rad: LET bxv=SIN rad
2735 GO TO 2740
2740 LET bxv=bxv*speed*hard: LET
 byv=byv*hard*speed
2741 BORDER 2: PRINT INK 4;AT 10
,16;"█"; PAPER 4; INK 0;AT 11,16
;"B";
2742 FOR x=1 TO 9: PRINT AT f(1,
x),f(2,x);x;: NEXT x
2743 LET by=83: LET bx=134
2750 PLOT INT (bx),INT (by)
2751 FOR w=1 TO 9
2753 IF by>=((22-f(1,w))*8)-8 AN
D by<=((22-f(1,w))*8)-1 THEN GO
SUB 2755
2754 GO TO 2757
2755 IF bx>=(f(2,w)*8) AND bx<=(
f(2,w)*8)+7 THEN GO TO 6500
```

```
2756 RETURN
2757 NEXT w
2760 LET bx=bx+bxv: LET by=by+by
v
2761 LET bxv=bxv/1.2: LET byv=by
v/1.2
2762 IF ABS bxv<1 AND ABS byv<1
THEN GO TO 2800
2765 IF bx>255 OR bx<0 OR by<0 O
R by>175 THEN GO TO 6000
2766 GO TO 2750
2800 LET xd=bx-134: LET yd=by-83
2803 LET dist=SQR ((xd*xd)+(yd*y
d))
2805 IF dist<24 THEN GO TO 2820
2806 IF dist<54 THEN GO TO 2825
2807 IF dist<75 THEN GO TO 2830
2809 IF dist<200 THEN GO TO 2835
2820 LET ru=0: GO TO 2840
2825 LET ru=1: GO TO 2840
2830 LET ru=2: GO TO 2840
2835 LET ru=3: GO TO 2840
2840 PRINT AT 0,0;"you scored ";
ru;" runs.";: LET runs=ru+runs
2841 BEEP .6,0
2842 PAUSE 56
2900 CLS : PRINT INK 4;AT 10,16;
"█"; PAPER 4; INK 0;AT 11,16;"B"
;
2910 FOR l=1 TO 9: PRINT AT f(1,
l),f(2,l);l;: NEXT l
2920 INPUT "fieldchange?  y,n",q
$
2921 IF q$="n" THEN GO TO 4000
2925 INPUT "which fielder?",j
2930 INPUT "put in co-ords,x,y",
xco,yco
2932 LET f(1,j)=f(1,j)-yco: LET
f(2,j)=f(2,j)+xco
2936 GO TO 2900
2999 STOP
3000 IF crospos>12 AND crospos<1
8 AND ypos<=148 THEN GO TO 5000
3010 GO TO 4000
4000 PAUSE 100: CLS : PRINT "run
s scored:";runs;: LET total=tota
l+ru: PRINT "   total=";total;
4006 PAUSE 150
4010 GO TO 690
```



CRICKET

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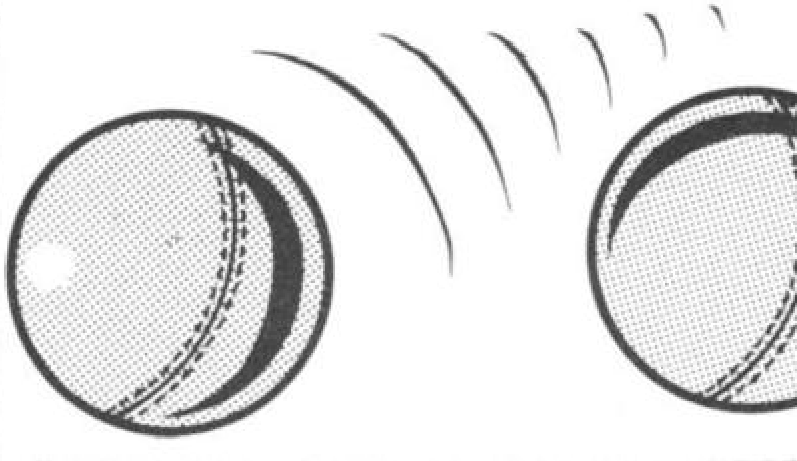
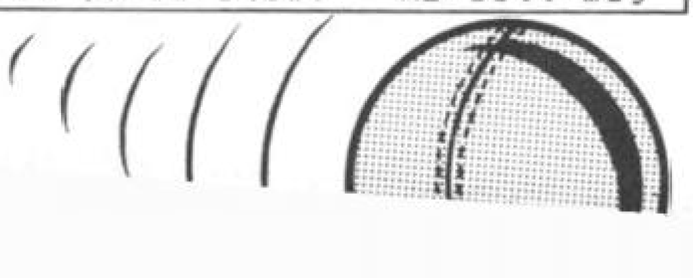
```
5000 LET b(b+1,3)=1: PRINT AT 10
,0;"bowled out. runs:";runs;: PA
USE 100: GO TO 8000
5050 LET b(b+1,3)=2: CLS : PRINT
 "caught by the keeper. BAD JUDG
E-  MENT.": PAUSE 123: GO TO 800
0
6000 PRINT AT 0,0;"4 runs!": FOR
 d=1 TO 20: BEEP 0.02,-8+d: NEXT
 d: LET ru=4
6010 GO TO 2900
6500 LET b(b+1,3)=2: CLS : PRINT
 "caught by fielder ";w;" for ";
runs;" runs.": FOR e=1 TO 23: BE
EP .04,18-e: NEXT e
6510 GO TO 8000
8000 LET b=b+1: CLS : PRINT " ";
total;" runs for ";b;"   last ma
n=";runs;
8010 LET b(b,1)=runs: LET b(b,2)
=total
8011 PAUSE 156
8030 IF b=batsmen THEN GO TO 805
0
8031 GO TO 6
8050 PRINT AT 7,0;"FINAL SCORE."
8051 PRINT AT 3,2;"";total;" run
s for ";b;" wickets."
8052 PRINT AT 4,0;"      Runs  run
s at fall      h/o"
8053 FOR h=1 TO batsmen: PRINT A
T 6+h,0;h;"     ";b(h,1);"       "
;b(h,2);
8054 IF b(h,3)=1 THEN PRINT AT 6
+h,29;"BLD";
8055 IF b(h,3)=2 THEN PRINT AT 6
+h,29;"Ct."
8067 NEXT h
8070 STOP
9000 DATA 2,3,13,17,12,18,11,19,
8,29,3,15,3,20,20,11,8,13
9500 PRINT "          ZX SPECTRUM C
RICKET     ."
9501 PRINT AT 3,0;"A Computer Cr
icket Simulation.  Complete with
 bowling,batting and Fielding sy
stems! For 2 players."
9502 PRINT AT 14,0;"    © A.J.Hen
derson August 1983"
9503 PRINT : PRINT "Tell the com
pu-umpire how many batsmen you w
ant in this innings."
9508 INPUT "Batsmen?",batsmen
9509 PRINT : PRINT "INSTRUCTIONS
 ? y/n   ";: INPUT g$: IF g$="n"
 THEN RETURN
9600 CLS : PRINT "The BOWLER fir
stly selects a bowl"
9601 PRINT AT 2,0;"ANGLE -0 is s
traight up, 180 straight down, 9
0 is horizontal."
9602 PRINT AT 5,0;"SPIN - A nega
tive spin is an off-spin,a posit
ive spin is a leg-spin-Vary it a
nd experiment!"
9603 PRINT AT 10,0;"SWING- A neg
ative swing is an inswing, a pos
itive one is an outswing."
9604 PRINT AT 14,0;"LINE- 0 is f
ar outside the leg-stump,31 is f
ar outside the off-stump, 15 is
the middle stump."
9605 PRINT AT 19,0;"SPEED- 11 is
 fast ,5 is slow.   NB-ball may
```



```
not SWING AND SPIN at the same t
ime.": PAUSE 1500
9607 CLS : PRINT "THE BATSMAN MU
ST NOW PLAY THE BOWL.          =
                   He watches its
 vertical and horizontal movemen
t and, when certain, presses S t
o select a shot."
9608 PRINT "HE will be asked to
play on the front foot or the ba
ck foot- the first column of gri
ds are the front foot positions
and the second column is the bac
k foot."
9609 PRINT "The batsman must sel
ect the height of the shot- Low
is the lowest grid ,Medium is th
e middle grid, high is the top g
rid and very high is above the g
rids."
9610 PRINT "These grids are in f
ront of the stumps in the bowlin
g display."
9611 PAUSE 1000: CLS
9612 PRINT "The batsman must the
n place the bat in line with the
 approaching ball or in line wit
h where he thinks it will be whe
n it reaches him (remembering sw
ing and spin )."
9613 PRINT "To select the bat an
gle a number is input. 0 sends t
he ball back down the pitch, apo
sitive number hits it onto the o
ff side, a negative one sends it
 out onto the leg side."
9614 PRINT "When this is done th
e bowl continue and the batsman
must wait for the ball to enter
the grid he selected and then pr
ess H to hit the ball."
9615 PAUSE 1200: CLS
9616 PRINT "The strength of the
shot must be selected .The harde
r it is,the more likely it is to
 be missed. If hit a beep will b
e heard and the field will be se
t up.
  If the ball is only just misse
d there may be an edge and a cat
ch may go to the wickie."
9617 PRINT "If the struck ball i
s hit through the fielder it is
caught and the batsman is out.If
 not the batsman may score runs.
The bowler may change the field
after runs have been scored,sele
cting how far along and up the f
ielder should go(negative number
s may be used)."
9619 PRINT "The computer will ke
ep score and produce a Final Sco
reboard at the end of the inning
s.": PAUSE 1000: RETURN
```



DODGE CITY

RUNS ON A BBC MODEL B OR AN ACORN ELECTRON IN 32K

BY MARTIN CLIFT

US
MAIL
WALLY'S FARGO

In Dodge City, you play the part of a cowardly sheriff who has been sent by the US government to the roughest, toughest, meanest town in the whole mid-west.

The city is riddled with bandits, horse thieves and bank robbers and not a day goes by without the bank or some shop being held up by gun wielding cowboys. You have to stop the robbers, but they are armed to the teeth and you will have to tread carefully, unless you want blood splattered over your shiny new badge.

The townspeople will give you $100 for every bandit you kill, but will deduct $500 from your salary for every successful robbery.

Once you have earned $5,000, you will be able to afford to buy a ride on a stage coach back to New York.

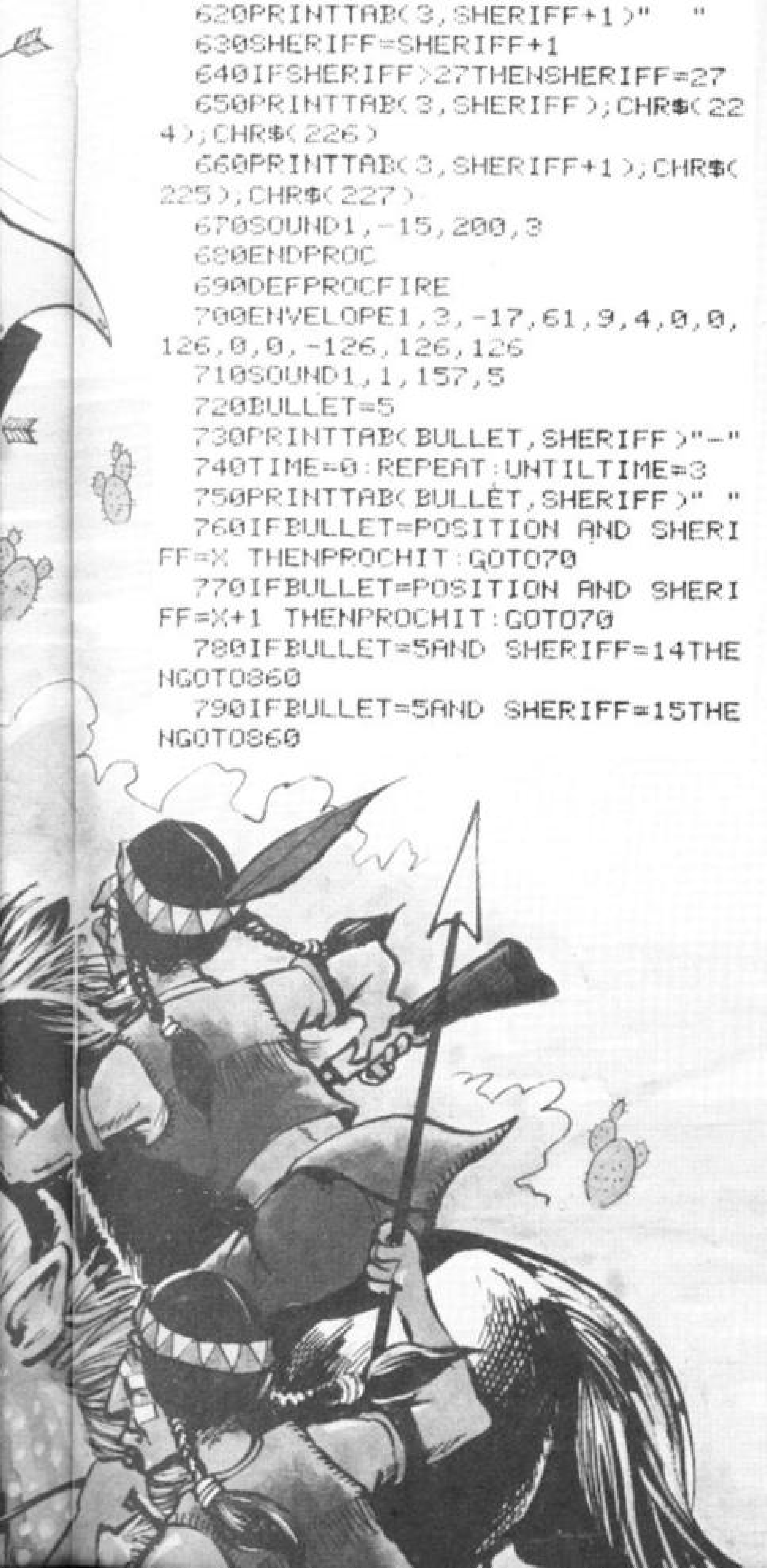
```
   10SHERIFF=19:SCORE=0:LIVES=3
   20MODE1
   30PROCINSTRUCTIONS
   40PROCCITY
   50PRINTTAB(3,19);CHR$(224);CH
R$(226)
   60PRINTTAB(3,20);CHR$(225);CH
R$(227)
   70X=28
   80IFX=11THENPROCLOSE:X=28
   90PRINTTAB(5,20);CHR$(232);CH
R$(232)
  100PRINTTAB(5,14);CHR$(232);CH
R$(232)
  110PRINTTAB(5,15);CHR$(232);CH
R$(232)
  120PRINTTA[illegible]5,19[illegible]CHR$(232[illegible]CH
R$(232)
  130P[illegible]4[illegible]CHR$(232[illegible]CH
R$(232[illegible]
  140P[illegible]CHR$(23[illegible]
R$(232[illegible]
  15[illegible]
  160[illegible]
  170CONT[illegible]=INKEY$(0)
  180IFCONTROL$=[illegible]THENPROCMOV[illegible]_
UP
  1[illegible]CONTRO[illegible]THE[illegible]MO[illegible]
DOWN
  [illegible]CON[illegible]L$=[illegible]"THEN[illegible]E

  210TIME=[illegible]UNTILTIME=40
  220PRINTT[illegible]TION,X[illegible]"
  230PRINTTA[illegible]OSITION,X[illegible]
  240X=X-1
  250GOTO80
  260DEFPROC[illegible]
  270POSITION[illegible]
  280IFPOSIT[illegible]2[illegible]THEN[illegible]
```

DODGE CITY

US
MAIL
WALLY'S FARGO

```
  290PRINTTAB(POSITION,X);CHR$(2
28);CHR$(230)
  300PRINTTAB(POSITION,X+1);CHR$
(229);CHR$(231)
  310SOUND0,-15,150,2
  320SHOT=RND(5)
  330IFSHOT>1THENGOTO490
  340SOUND1,1,157,5
  350GUN=POSITION
  360PRINTTAB(GUN,X)"-"
  370TIME=0:REPEAT:UNTILTIME=3
  380PRINTTAB(GUN,X)" "
  390IFGUN=6AND X=14THENGOTO490
  400IFGUN=6ANDX=15THENGOTO490
  410IFGUN=6ANDX=19THENGOTO490
  420IFGUN=6ANDX=20THENGOTO490
  430IFGUN=6ANDX=24THENGOTO490
  440IFGUN=6ANDX=25THENGOTO490
  450IFGUN=4 AND X=SHERIFF THEN
PROCYOUR_HIT
  460IFGUN=4 AND X=SHERIFF+1 THE
NPROCYOUR_HIT
  470GUN=GUN-1
  480IFGUN>3THENGOTO360
  490SOUND0,-15,150,2
  500ENDPROC
  510DEFPROCMOVE_UP
  520PRINTTAB(3,SHERIFF)"  "
  530PRINTTAB(3,SHERIFF+1)"  "
  540SHERIFF=SHERIFF-1
  550IFSHERIFF<12THENSHERIFF=12
  560PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
  570PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
  580SOUND1,-15,200,3
  590ENDPROC
  600DEFPROCMOVE_DOWN
  610PRINTTAB(3,SHERIFF)"  "
  620PRINTTAB(3,SHERIFF+1)"  "
  630SHERIFF=SHERIFF+1
  640IFSHERIFF>27THENSHERIFF=27
  650PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
  660PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
  670SOUND1,-15,200,3
  680ENDPROC
  690DEFPROCFIRE
  700ENVELOPE1,3,-17,61,9,4,0,0,
126,0,0,-126,126,126
  710SOUND1,1,157,5
  720BULLET=5
  730PRINTTAB(BULLET,SHERIFF)"-"
  740TIME=0:REPEAT:UNTILTIME=3
  750PRINTTAB(BULLET,SHERIFF)" "
  760IFBULLET=POSITION AND SHERI
FF=X THENPROCHIT:GOTO70
  770IFBULLET=POSITION AND SHERI
FF=X+1 THENPROCHIT:GOTO70
  780IFBULLET=5AND SHERIFF=14THE
NGOTO860
  790IFBULLET=5AND SHERIFF=15THE
NGOTO860
```



```
  800IFBULLET=5AND SHERIFF=19THE
NGOTO860
  810IFBULLET=5AND SHERIFF=20THE
NGOTO860
  820IFBULLET=5AND SHERIFF=24THE
NGOTO860
  830IFBULLET=5AND SHERIFF=25THE
NGOTO860
  840BULLET=BULLET+1
  850IFBULLET<35THENGOTO730
  860SOUND0,-15,150,2
  870ENDPROC
  880DEFPROCHIT
  890D=200
  900SOUND1,-15,D,1
  910D=D-5
  920IFD>0THENGOTO900
  930PRINTTAB(POSITION,X)"X "
  940PRINTTAB(POSITION,X+1)"  "
  950TIME=0:REPEAT:UNTILTIME=180
  960PRINTTAB(POSITION,X)"  "
  970SCORE=SCORE+100
  980PRINTTAB(1,30)"YOU HAVE $ "
;SCORE
  990IFSCORE>=5000THENPROCWIN
 1000ENDPROC
 1010DEFPROCWIN
 1020C=0
 1030A=RND(255):B=RND(5)
 1040C=C+1
 1050SOUND1,-15,A,B
 1060IFC<100THENGOTO1030
 1070COLOUR129:CLS
 1080PRINT''"CONGRATULATIONS"'"Y
OU'VE RAISED THE CASH TO BUY A T
ICKET  FOR THE NEXT STAGE COACH
OUT OF DODGE"'"CITY."
 1090END
 1100ENDPROC
 1110DEFPROCYOUR_HIT
 1120PRINTTAB(3,SHERIFF)"X "
 1130PRINTTAB(3,SHERIFF+1)"  "
 1140F=200
 1150SOUND1,-15,F,1
 1160F=F-5
 1170IFF>0THENGOTO1150
 1180TIME=0:REPEAT:UNTILTIME=180
 1190PRINTTAB(3,SHERIFF)"  "
 1200LIVES=LIVES-1
 1210IFLIVES=0THENGOTO1260
 1220SHERIFF=19
 1230PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
 1240PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
 1250ENDPROC
 1260COLOUR129:CLS
 1270PRINT'"YOU HAVE SUFFERED TH
REE SERIOUS INJURIES AND DIED"
```

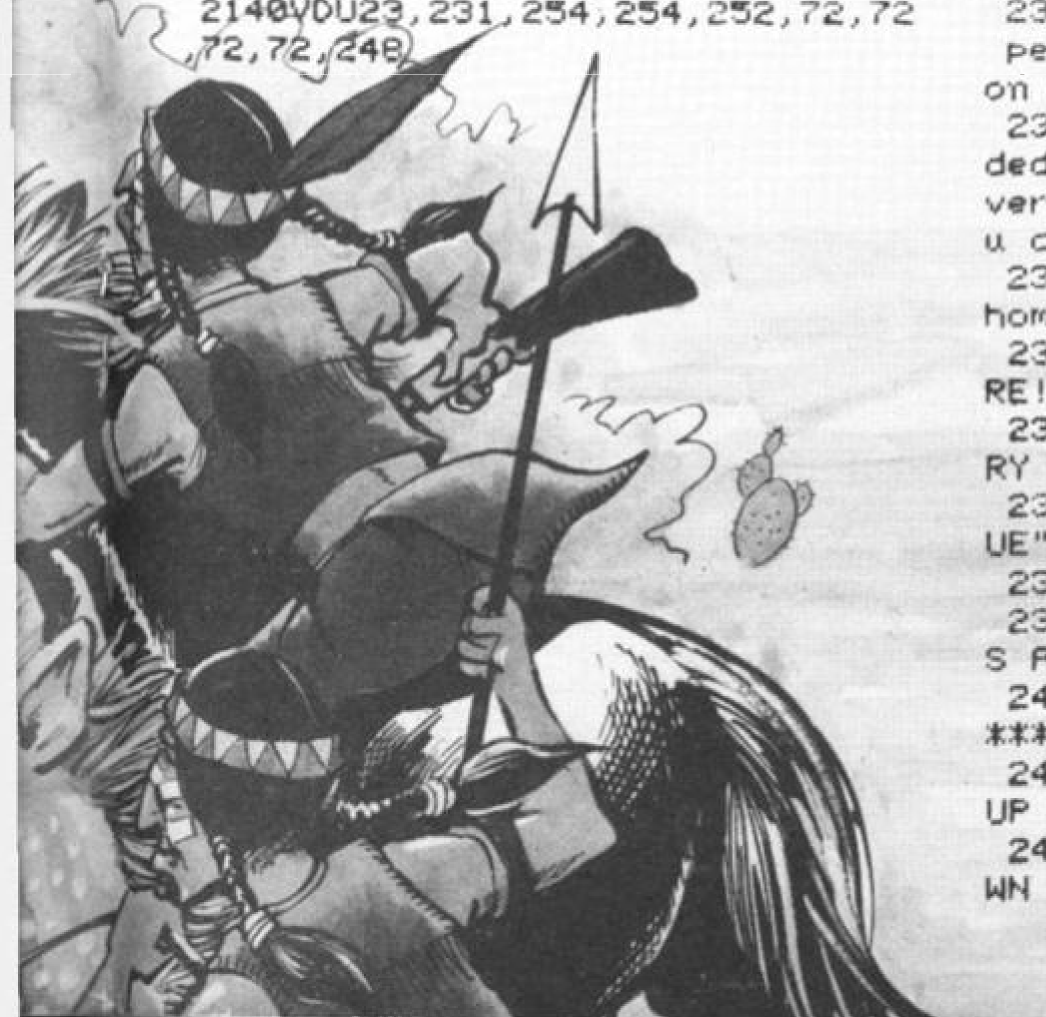
▶

Dodge City

US MAIL
WALLY'S FARGO

```
1280END
1290DEFPROCCITY
1300REMSALOON
1310GCOL0,131
1320CLG
1330GCOL0,0
1340MOVE176,896
1350MOVE576,1024
1360PLOT85,240,1024
1370PLOT85,624,896
1380MOVE624,896
1390MOVE176,896
1400PLOT85,400,1024
1410GCOL0,2
1420MOVE160,896
1430MOVE640,896
1440PLOT85,160,704
1450PLOT85,640,704
1460GCOL0,1
1470MOVE352,768
1480MOVE448,768
1490PLOT85,352,704
1500PLOT85,448,704
1510GCOL0,0
1520MOVE448,704
1530DRAW448,800
1540DRAW352,800
1550DRAW352,704
1560MOVE352,768
1570DRAW448,768
1580MOVE400,768
1590DRAW400,704
1600GCOL0,3
1610COLOUR3
1620COLOUR128
1630PRINTTAB(10,5)"SALOON"
1640COLOUR131
1650PRINTTAB(0,0);SPC(39)
1660REMBANK
1670GCOL0,2
1680MOVE800,928
1690MOVE1120,928
1700PLOT85,800,704
1710PLOT85,1120,704
1720GCOL0,3
1730MOVE832,768
1740MOVE910,768
1750PLOT85,832,864
1760PLOT85,910,864
1770GCOL0,0
1780MOVE864,768
1790DRAW864,864
1800MOVE848,768
1810DRAW848,864
1820MOVE880,768
1830DRAW880,864
1840MOVE896,768
1850DRAW896,864
1860GCOL0,3
1870MOVE1008,864
```

```
 1880MOVE1088,864
 1890PLOT85,1008,768
 1900PLOT85,1088,768
 1910GCOL0,0
 1920MOVE1024,864
 1930DRAW1024,768
 1940MOVE1040,864
 1950DRAW1040,768
 1960MOVE1056,864
 1970DRAW1056,768
 1980MOVE1072,864
 1990DRAW1072,768
 2000GCOL0,1
 2010MOVE928,704
 2020MOVE992,704
 2030PLOT85,928,832
 2040PLOT85,992,832
 2050COLOUR0
 2060PRINTTAB(28,3)"BANK"
 2070VDU23,224,62,255,65,35,28,6
0,127,127
 2080VDU23,225,127,127,127,31,27
,24,248,248
 2090VDU23,226,0,128,0,128,0,0,1
28,135
 2100VDU23,227,252,0,0,128,128,1
28,128,224
 2110VDU23,228,0,1,0,1,0,0,7,4
 2120VDU23,229,123,30,0,0,0,0,0,
1
 2130VDU23,230,254,255,66,194,12
4,56,254,254
 2140VDU23,231,254,254,252,72,72
,72,72,248
 2150VDU23,232,255,255,255,255,2
55,255,255,255
 2160COLOUR0
 2170PRINTTAB(1,30)"YOU HAVE $";
SCORE
 2180ENDPROC
 2190DEFPROCINSTRUCTIONS
 2200COLOUR130
 2210COLOUR0
 2220CLS
 2230PRINTTAB(12,1)"************
****"
 2240PRINTTAB(12)"*  DODGE CITY
 *"
 2250PRINTTAB(12)"*        BY
 *"
 2260PRINTTAB(12)"* MARTIN CLIFT
 *"
 2270PRINTTAB(12)"**************
**"
 2280PRINT''" Howdy partner!"'"W
elcome to Dodge City."
 2290PRINT"Due to lack of applic
ants the positión  of sheriff ha
s become vacant in Dodge "
 2300PRINT"City, and you have th
e dubious honour   of becoming t
he new sheriff."
 2310PRINT"Well to be honest you
 have no choice,   it's either t
his or Uncle Sam will send  you
to Alaska."
 2320PRINT'"The problem is those
 pesky bandits who  seem intent
on robbing your Bank."
 2330PRINT"But you will be rewar
ded with a hundred dollars for e
very bandit you kill, and  if yo
u can raise $5000 you can catch"
 2340PRINT"the next stage coach
home."
 2350PRINT'"                BEWA
RE!!!"
 2360PRINT"YOU LOSE $500 FOR EVE
RY SUCCESSFUL RAID"
 2370INPUT'"HIT RETURN TO CONTIN
UE"A$
 2380CLS
 2390PRINTTAB(11,13)"CONTROL KEY
S ARE.."
 2400PRINTTAB(11)"**************
****"
 2410PRINTTAB(11)"* A...........
UP *"
 2420PRINTTAB(11)"* Z.........DO
WN *"
```



DODGE CITY

US MAIL
WALLY'S FARGO

```
 2430PRINTTAB(11)"* SPACE BAR.FI
RE *"
 2440PRINTTAB(11)"*****************
****"
 2450INPUT''''"HIT RETURN TO PLA
Y"A$
 2460ENDPROC
 2470DEFPROCLOSE
 2480ENVELOPE2,1,4,-4,4,10,20,10
 126,0,0,-126,126,126
 2490SOUND1,2,100,100
 2500AWAY=11
 2510PRINTTAB(POSITION,AWAY);CHR
$(228);CHR$(230)
 2520PRINTTAB(POSITION,AWAY+1);C
HR$(229);CHR$(231)
 2530TIME=0:REPEAT:UNTILTIME=20
 2540PRINTTAB(POSITION,AWAY)"   "

 2550PRINTTAB(POSITION,AWAY+1)"
"
 2560AWAY=AWAY+1
 2570IFAWAY=30THENGOTO2590
 2580GOTO2510
 2590SCORE=SCORE-500
 2600IFSCORE<0THENSCORE=0
 2610PRINTTAB(1,30)"YOU HAVE $ "
 SCORE
 2620ENDPROC
```

HOT AIR

RUNS ON A COMMODORE 64 WITH ONE JOYSTICK

BY DAVID ESTALL

The age of romantic adventure has returned!

We have turned the clock back to the birth of the hot air balloon and the era when exploration of undiscovered lands was all the rage—and there were still undiscovered lands to be discovered.

You have been placed in the shoes of Rodney Bigglesworth, famous explorer and upper class twit, who is preparing to take his new balloon on an epic journey across the countryside.

Once the rope has been cut and the sand bags dropped from the side of the basket, you will be airborne.

The strong winds soon blow the balloon miles away from your home and you'll have to help Rodney avoid church steeples, trees and other careless balloonists if you hope to reach your secret destination.

```
10 POKE53280,0:POKE53281,0:PRINT"
";SPC(14);"PLEASE WAIT"
15 POKE52,48:POKE56,48:CLR:POKE56334,PEE
K(56334)AND254:POKE1,PEEK(1)AND251
20 FORI=0TO511:POKEI+12288,PEEK(I+53248)
:NEXTI:POKE1,PEEK(1)OR4
25 POKE56334,PEEK(56334)OR1:FORI=0TO382:
READA:POKEI+13312,A:NEXTI
30 FORI=12288TO12295:READA:POKEI,A:NEXTI
35 FORI=12496TO12543:READA:POKEI,A:NEXTI
40 FORI=12552TO12671:READA:POKEI,A:NEXTI
45 FORI=12752TO12799:READA:POKEI,A:NEXTI
50 FORI=0TO49:READA:POKEI+14*1024,A:NEXT
I:MC=14*1024:HI=0:JS=56320:BL=210
55 DIMS(16,1):FORA=0TO16:READS(A,0),S(A,
1):NEXTA
60 PRINT"":POKE53272,(PEEK(53272)AND24
0)+12:V=53248:POKE53280,1:POKE53281,1
62 POKE2040,208:POKE2041,209:POKEV+21,3:
POKEV+39,8:POKEV+40,8:POKEV+23,3
```

```
65 POKEV+29,3:POKEV,160:POKEV+2,160:FORA
=1TO128:POKEV+1,A:POKEV+3,256-A
70 FORB=1TO10:NEXTB,A:PRINT"
";SPC(13);"DAVID ESTALL"
75 PRINTSPC(14);"SIGMASOFT":PRINT"
PRESS I FOR INSTRUCTIONS"
80 PRINT"OR ANY OTHER KEY TO PL
AY"
85 GETA$:IFA$=""THEN85
90 POKE650,128:POKEV+21,0:POKEV+2,0:IFA$
="I"THEN5000
95 PRINT"":POKE53280,8:POKE53281,15
97 FORA=1TO5:PRINT"ZZZZZZZZZZZZZZZZZZZZZ
ZZZZZZZZZZZZZZZZZZZ":NEXTA
100 SC=0:B=0:T=0:M=0:LI=3:PRINT"PLEAS
E WAIT"
105 PRINT"$$$$$$$$$$$$
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$"
107 FORA=1224TO1903:POKEA+54272,0:NEXT
```

HOT AIR

```
110 FORA=1904TO2023:POKEA,26:POKEA+54272
,5:NEXTA:PRINT"[illegible]ZZZZZZ[illegible]ZZZZ[illegible]"
115 PRINT"[illegible]";
120 PRINT"[illegible]%S [illegible]+,-[illegible]+,-[illegible]+,-[illegible],";
125 PRINT"[illegible][Z][illegible]+-[illegible]#S":POKE185
5,34:POKE56127,0
130 S=54272:FORL=0TO24:POKES+L,0:NEXT:PO
KES+3,8:POKES+5,41:POKES+6,89
135 POKES+14,117:POKES+18,15:POKES+24,14
7:FORA=0TO16:POKES+4,65
140 FORTT=1TOS(A,1)*2:FO=S(A,0)+PEEK(S+2
7)/2:HF=INT(FO/256):LF=FOAND255
145 POKES,LF:POKES+1,HF:NEXTTT:POKES+4,6
4:NEXTA
150 POKE2040,BL:POKEV+39,11:POKEV+23,1:P
OKEV+29,1:POKEV+1,100:POKEV+21,1
155 FORA=0TO132:POKEV,A:FORI=1TO10:NEXTI
,A:BL=211:A=PEEK(V+31)
160 SYS MC:IFPEEK(2040)>210THENPOKEV,PEE
K(V)-(PEEK(2040)-210)
165 PRINT"S";SPC(39);"[illegible]S"
170 PRINT"[illegible]";SPC(3
5);"[illegible]S":POKE2023,26:POKE56295,5
171 IFRND(1)<.90RB>0ORT>0ORM>0THEN175
172 X=1263+(INT(RND(1)*19)*40):POKEX,33:
POKEX+54272,0
175 POKE1903,38:POKE56175,0:IFB=0ANDT=0A
NDM=0ANDRND(1)<.9THEN200
180 IFB>0THEN1000
185 IFT>0THEN2000
190 IFM>0THEN3000
195 A=RND(1):IFA<.3THENB=1:GOTO200
196 IFA>.6THENM=1:GOTO200
197 T=1
200 IFPEEK(V)=16THEN4000
205 IFPEEK(V+31)=1THEN4000
210 GETA$:J=PEEK(JS):IFJ=127ANDA$=""THEN
255
```

```
215 DR=0:IFA$="W"ORJ=126ORJ=122ORJ=118TH
ENPOKEV+1,PEEK(V+1)-5
220 IFA$="X"ORJ=125ORJ=121ORJ=117THENPOK
EV+1,PEEK(V+1)+5
225 IFA$="A"ORJ=123ORJ=122ORJ=121THENPOK
EV,PEEK(V)-5:DR=-1
230 IFA$="D"ORJ=119ORJ=118ORJ=117THENPOK
EV,PEEK(V)-((PEEK(V)<250)*5):DR=1
235 IFDR=-1ANDBL=210THENBL=211:GOTO255
240 IFDR=-1ANDBL=211THENBL=212:GOTO255
245 IFDR=1ANDBL=212THENBL=211:GOTO255
250 IFDR=1ANDBL=211THENBL=210
255 POKE2040,BL:IFRND(1)<.9THEN270
260 POKEV+1,PEEK(V+1)+(INT(RND(1)*3-1)):
IFRND(1)<.5THEN270
265 POKEV,PEEK(V)+(INT(RND(1)*3-1))+(PEE
K(V)>254)
270 IFBL=210THENSC=SC+1
275 IFPEEK(V)>250THENSC=SC+4
277 IFPEEK(V)>200THENSC=SC+2
278 IFPEEK(V)>100THENSC=SC+1
280 GOTO160
1000 IFB>1THEN1015
1005 PRINT"[illegible]";SPC(3
5);"[illegible].[illegible]";:HB=INT(RND(1)*7+2)
1010 FORA=1TOHB:PRINT"+[illegible]";:NEXTA:PRINT"
[illegible].S":B=2:GOTO200
1015 IFB>2THEN1030
1020 PRINT"[illegible]";SPC(3
5);"[illegible]/[illegible]";
1025 FORA=1TOHB:PRINT",[illegible]";:NEXTA:PRINT"
[illegible]&S":B=3:GOTO200
1030 PRINT"[illegible]";SPC(3
5);"[illegible] [illegible]";
1035 FORA=1TOHB:PRINT"-[illegible]";:NEXTA:PRINT"
*[illegible]'S":B=0:GOTO200
2000 IFT>1THEN2010
2005 PRINT"[illegible]";SPC(3
5);"[illegible]#[illegible]↑[illegible][S":T=2:GOTO200
2010 IFT>2THEN2020
2015 PRINT"[illegible]";SPC(3
5);"[illegible]#[illegible]←[illegible]£S":T=3:GOTO200
2020 PRINT"[illegible]";SPC(3
5);"[illegible]#[illegible]]S":T=0
2025 POKE1863,34:POKE1863+54272,0:GOTO20
0
3000 PRINT"[illegible]";SPC(3
5);"[illegible])[illegible]=[illegible]=[illegible]";:HN=INT(RND(1)*6+2)
3005 FORA=1TOHN:PRINT"([illegible]";:NEXTA:PRINT"
'S":N=0:GOTO200
4000 POKE2040,213:POKEV+39,2:POKES+1,0:P
OKES,0:POKES+4,0:POKES+24,15
4005 POKES+4,129:FORI=100TO1STEP-.5:POKE
S+1,I:NEXT:POKES+1,0:POKES,0:POKES+24,1
4010 FORI=1TO1000:NEXTI:POKEV,0:POKEV+23
,0:POKEV+29,0
4015 PRINT"[illegible]";:FORA=1TO16:PRINT"
                                        "
4020 NEXTA:PRINT"[illegible]$$$$$$$$$$$$$$$$$$$$$$$
$$$$$$$$$$$$$$$$$$[illegible]";:LI=LI-1
4025 IFLI=0THEN4050
4030 PRINT"  YOU HAVE";LI;"BALLOON";:IFL
I>1THENPRINT"S";
4040 PRINT" LEFT":FORI=1TO2000:NEXT
4045 B=0:T=0:M=0:BL=210:GOTO130
4050 PRINT"[illegible]GAME
 OVER"
4055 PRINT"[illegible]YOU SCORED";SC
4060 PRINT"[illegible]HIGH SCORE";:IFS
C>HITHENHI=SC
4065 PRINTHI
4070 PRINT"[illegible]PRESS [illegible]Y[illegible] TO PLAY AGAIN
OR [illegible]N[illegible] TO END";
4075 GETA$:IFA$="Y"THENPOKE198,0:GOTO055
```

continued from page 29

```
4090 IFA$<>"N"THEN4075
4095 PRINT"■■THANKS FOR PLAYING,BYE!";
 POKE53280,15:POKE53272,21:END
4999 END
5000 POKE53280,14:POKE53281,14
5005 PRINT"■!!! INSTRUCTIONS FOR PLAYIN
G ■HOT AIR■ !!!"
5010 PRINT" IN THIS GAME YOU HAVE TO TRY
 TO FLY"
5015 PRINT"■ YOUR BALLOON ACROSS THE COU
NTRYSIDE"
5020 PRINT"■ WHILE TRYING TO BATTLE AGAI
NST THE"
```

```
5025 PRINT"■ WIND"
5030 PRINT"■ YOU ALSO HAVE TO TRY TO DOD
GE SEEDS"
5035 PRINT"■ THAT ARE CAUGHT IN THE WIND
"
5040 PRINT"■■ THE KEYS YOU USE ARE"
5045 PRINT"■■   W",,"OR YOU CAN USE"
5050 PRINT"■ A : D",,"A JOYSTICK"
5055 PRINT"■   X",,"IN PORT 2"
5060 PRINT"■■■■■■■■■■■PRESS ANY KEY TO P
LAY";
5065 GETA$:IFA$=""THEN5065
5070 GOTO95
10000 DATA251,231,255,251,224,248,251,22
4,8,0,0,0,0,0,0,0,0,251,235,232,0,11
10001 DATA224,0,251,224,0,0,0,0,0,0,0,0,
0,251,231,223,250,7,223,254,247,255
10002 DATA0,0,0,0,0,0,0,0,0,0,240,0,0,25
4,0,0,254,0,99,0,0,0,0,0,0,0,0,0,255
10003 DATA239,232,251,235,232,251,235,23
2,0,0,0,0,0,0,0,0,0,255,224,0,0,0,255
10004 DATA231,255,0,0,0,0,0,0,0,0,0,250,
247,208,250,247,223,250,247,223,0,0,0,0
10005 DATA0,0,0,0,0,99,0,124,0,1,131,0,2
,192,128,5,0,64,5,0,64,10,0,32,10,0,160
10006 DATA24,0,160,20,1,64,44,1,64,50,6,
128,81,131,0,97,124,0,166,192,0,155,0,0
10007 DATA140,0,0,112,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,99,0,124,0,1,131,0,2,192,128
10008 DATA5,0,64,5,0,64,10,0,32,10,0,160
,8,0,160,4,1,64,4,1,64,6,6,192,5,131,64
10009 DATA2,254,128,2,130,128,1,69,0,1,6
9,0,0,198,0,0,254,0,0,130,0,0,68,0,0,56
10010 DATA0,99,0,124,0,1,131,0,2,192,128
,5,0,64,5,0,64,10,0,32,10,0,160,8,0,176
10011 DATA4,1,80,4,1,104,2,6,152,1,131,2
2,0,125,12,0,6,202,0,1,178,0,0,98,0,0
10012 DATA28,0,0,0,0,0,0,0,0,0,0,0,0,99,
0,146,0,4,146,64,18,84,144,73,85,36,0,0
10013 DATA0,241,200,156,138,40,162,138,4
4,160,243,234,174,138,41,162,138,40,16
10014 DATA242,40,156,0,0,0,73,85,36,16,3
4,144,4,146,64,0,146,0,0,0,0,0,0,0,0
10015 DATA0,0,0,0,60,66,153,161,161,153,
66,60,255,255,255,255,255,255,255,255
10016 DATA0,0,0,1,6,11,13,23,0,31,119,25
1,255,221
10017 DATA255,117,0,0,128,224,176,208,25
2,182,53,63,27,29,15,6,3,1,191,251,223
10018 DATA189,247,86,86,234,146,84,56,23
9,56,84,146,17,250,188,244,216,240,0
10019 DATA0,0,170,86,85,93,170,234,255
10020 DATA255,0,0,0,0,136,170,255,255,0,
0,0,0,0,1,2,5,16,40,40,84,136,125,238
10021 DATA199,0,0,0,0,0,0,128,64,11,23,4
7,95,191,107,107,127,199,199,255,255
10022 DATA255,215,215,255,160,208,232,24
4,250,172,172,252,107,107,127,127,127
10023 DATA107,107,127,215,215,255,255,25
5,215,215,255,172,172,252,252,252,172
10024 DATA172,252,107,107,127,127,127,12
7,127,255,255,199,187,187,187,187,171
10025 DATA187,172,172,252,252,252,252,25
2,255,16,16,56,40,56,16,56,40,40,56,40
10026 DATA40,40,56,40,40,100,84,76,84,10
0,84,76,84,100,84,76,84,100,254,254,255
10027 DATA255,255,231,112,231,255,255,0
20000 DATA169,0,133,20,169,4,133,21,160,
1,177,20,136,145,20,200,200,192,40
20001 DATA208,245,136,169,32,145,20,169,
40,24,101,20,133,20,169,0,101,21,133,21
20002 DATA201,7,208,221,165,20,201,232,2
08,215,96
20050 DATA4817,2,5103,2,5407,2,8583,4,54
07,2,8583,4,5407,4,8583,12,9634,2
20051 DATA10207,2,10814,2,8583,2,9634,4,
10814,2,8583,2,9634,4,8583,12
```

HELI-BOMBER

The idea of the game is to bomb the city before your crippled helicopter crashes into the side of a skyscraper.

If you manage to destroy all the buildings and successfully land your chopper, you will receive 30 bonus points. Every four safe landings wins you a super bonus of 300 points!

The program is split into two parts. The first defines the graphics, and, when it has run, the program erases itself. The second program can then be loaded and executed.

But remember that both programs must be typed in separately and saved on to tape.

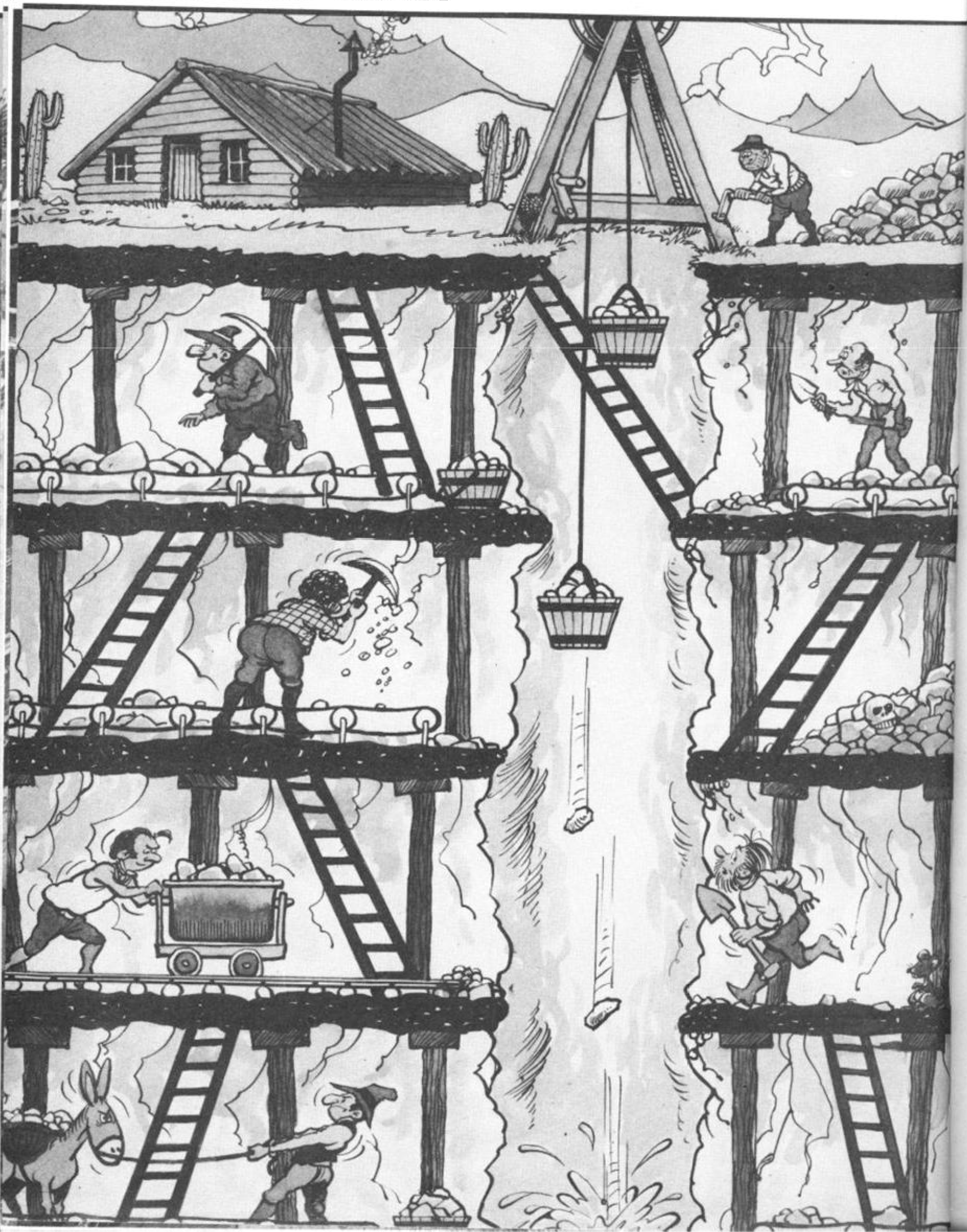
Variables
H = Helicopter's position
FI = Position of bomb
S1 = Sound channel

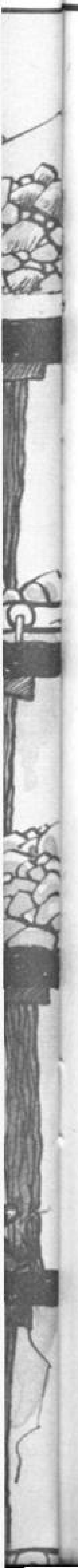
RUNS ON AN UNEXPANDED VIC 20

BY WAYNE LLOYD

```
10 POKE52,28:POKE56,28
20 READB:IFB=-1THEN70
30 POKE7168+A,B:A=A+1:GOTO20
40 DATA0,0,0,0,0,0,0,0
45 DATA255,1,199,255,127,63,8,63,255,128
,240,200,228,248,64,248
50 DATA56,16,56,56,56,56,56,16
60 DATA255,153,153,255,255,153,153,255,1
65,255,165,255,255,165,255,165
65 DATA24,60,126,255,255,255,153,153,2,4
2,42,28,8,28,34,0
67 DATA255,255,255,255,255,255,255,255,0
,0,0,14,14,14,2,2,-1
70 PRINT"■THE GRAPHICS HAVE JUSTBEEN SE
T UP NOW LOAD  THE GAME.■"
90 NEW
10 H=7724:S1=36876:POKE36878,15:POKE3687
9,25:C=30720:G=0:F=8
15 GOSUB500
20 POKE36869,255:FORT=7680TO8185:POKET,0
:NEXT
25 FORT=8164TO8185:POKET,8:POKET+C,0:NEX
T
30 P=0
35 FORQ=8144TO8161
37 GOSUB600
40 FORL=8144+PTO8144-(S*22)+PSTEP-22
45 POKEL,4:POKEL+C,0
55 POKES1,200+D:D=D+1
60 NEXT
64 POKEL,6:POKEL+C,0
65  POKES1,0:D=0:P=P+1:NEXT:J=1
70 PRINT"■■SCORE"SC
75 PRINT"■■■HI-SCORE"HI
80 POKEH,0:POKEH+1,0:H=H+1
85 IFPEEK(H+1)=4ORPEEK(H+1)=6THEN300
90 IFH+1=8163THEN400
100 POKEH,1:POKEH+1,2:POKEH+C,2:POKEH+C+
1,2
110 IFJ=1THENPOKES1,230:POKES1,0:J=0:GOT
O120
115 IFJ=0THENPOKES1,150:POKES1,0:J=1
120 IFFI>HTHENSFI=FI+22:GOSUB200:GOTO130
125 IFPEEK(203)=32THENSFI=H+22:FI=SFI:GO
SUB200
127 IFPEEK(203)=64THENFORT=1TO45:NEXT
130 GOTO70
200 POKEFI,0
205 IFSFI>8164THENFI=0:Z=0:RETURN
207 IFPEEK(FI)=4ORPEEK(FI)=6THENZ=Z+1:SC
=SC+5:POKES1+1,170
209 IFPEEK(FI)<>4ORPEEK(FI)<>6THENFORT=1
TO10:NEXT
210 FI=SFI:POKEFI,3:POKEFI+C,0:POKES1-2,
200:POKES1-2,0
215 IFPEEK(FI+22)=4ORPEEK(FI)=6THENZ=Z+1
:SC=SC+5
220 IFZ=5THENZ=0:POKEFI,0:FI=0:POKES1+1,
0
225 RETURN
300 S2=36865:S3=36864:FORT=1TO100:POKES1
+1,220:POKES2,34:POKES2,42:POKES3,14:POK
ES3,28
302 POKES2,38:POKES3,12:NEXT
305 POKES1+1,0:FORT=7882TO7894:POKET,8:P
OKET+C,2:NEXT
310 FORT=7756TO8096STEP+22:POKET,8:POKET
+C,2:NEXT
320 FORM=200TO240:POKES1+1,M:NEXT
325 POKES1,0:POKES1+1,0:POKEFI,0:FI=0
330 PRINT"■■■■■■   YOU CRASHED!!!!!!  "
332 FORT=1TO1500:NEXT
335 POKE36869,240:PRINT"■"
338 IFSC>HITHENPRINT"YOU HAVE GOT THE BE
ST SCORE YET! WELL DONE!!":HI=SC
340 PRINT"■■■■■■   TO PLAY AGAIN"
342 PRINT"■    PRESS ANY KEY"
345 IFPEEK(203)=64OR PEEK(203)=32THEN345
350 SC=0:GOTO10
400 POKEH,0:POKEH+1,0:POKEH,7:POKEH-22,9
402 FORT=1TO300:NEXT
405 PRINT"■■■■■■■YAAY!YAAY!YAAY!YAAY!"
407 FORT=1TO300:NEXT
410 PRINT"■■YOU HAVE LANDED SAFLY WITH A
 SCORE OF"SC:SC=SC+30
415 PRINT"■YOUR SCORE WITH BONUS POINTS
IS"SC"
420 O=O+1
425 IFO=4THENO1=1
427 IFO1=1THENO=0:O1=0:GOSUB470
430 PRINT"■■PRESS A KEY TO CON'T"
435 F=F+1:FI=0
440 IFF>=16THENF=16:G=G+1
445 IFG>=14THENG=14:F=16
455 IFPEEK(203)=64THEN455
460 H=7724:FORT=7680TO8185:POKET,0:NEXT:
GOTO20
470 PRINT"■■YOU GET A SUPER BONUS OF 300
 POINTS"
475 SC=SC+300:RETURN
500 PRINT"■■      HELI-BOMBER          -
"
505 PRINT"■■BOMB THE CITY SO THAT IT IS
THEN POSSIBLE TOLAND THE HELICOPTER."
510 PRINT"DO THIS BEFORE YOU    CRASH IN
TO THE CITY"
515 PRINT"■■PRESS SPACE TO BOMB"
520 PRINT"■■■■     PRESS ANY KEY    ■"
525 IFPEEK(203)=64THEN525
530 PRINT"■":RETURN
600 S=INT(RND(G)*F):RETURN
```

PLATFORM WILLY





RUNS ON SPECTRUM IN 16K

BY JOHN SMITH

MINER WILLY is back and better than ever.

Willy is still stuck down the mine but there has been a power failure and the whole mine is in darkness.

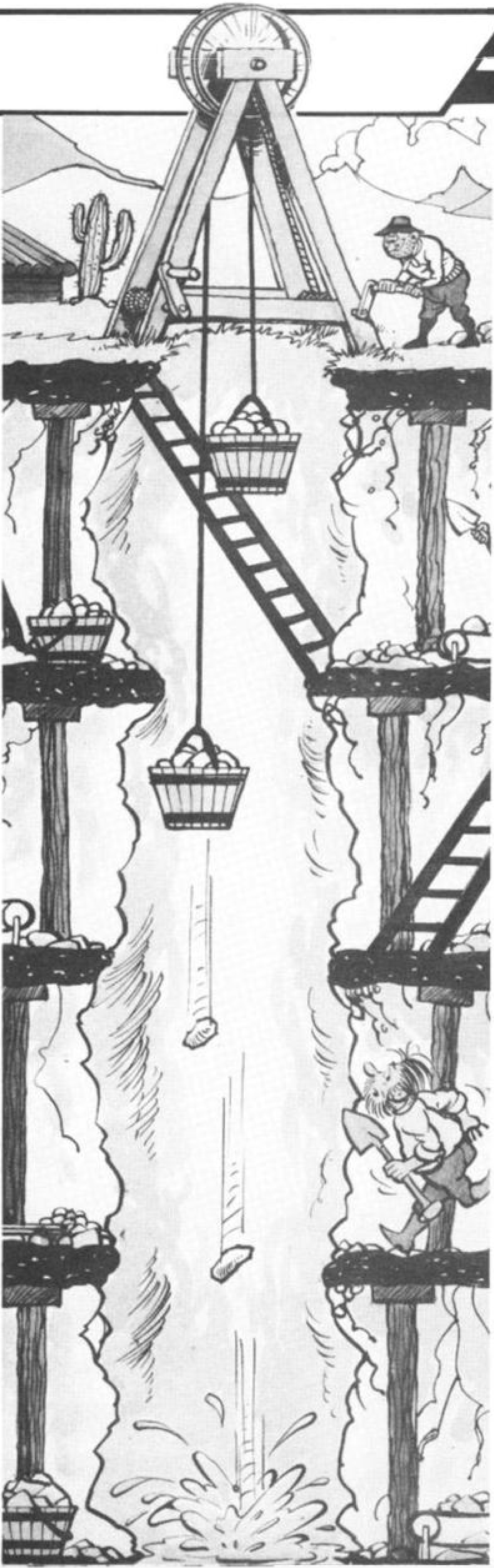
Luckily for Willy, he has found the reserve engine and managed to start it up. But now he must clamber across the platforms and through the shafts to replace all the blown light bulbs.

This is no easy task when you are faced with broken, dangerous ladders and huge gaping holes between the platforms and the mine shafts.

The Q and W keys move Willy left and right. The P and L keys are used to make him climb up and down the ladders. To make Willy jump just press the Caps Shift and either the Q or W key.

```
   5 GO SUB 8800
  10 RANDOMIZE : GO SUB 9800
  15 GO SUB 9900: GO SUB 8600: G
O TO 50
  20 IF a$(a+1,b+1)=" " THEN RET
URN
  25 PRINT INK 2;AT a-2,b;"K": L
ET a$(a-2,b+1)="K"
  30 LET sc=sc+10: LET l=l+1: IF
 l=95 THEN GO TO 5000
  40 BEEP .0005,69: RETURN
  50 LET x$="B": LET y$="A"
  55 LET a=20: LET b=22: LET qw=
0
  60 PRINT AT 1,14;"    "
  70 FOR f=1 TO li: PRINT INK 6;
AT 1,13+f;"A": NEXT f
  90 GO SUB 3005
 100 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1)
 110 IF a$(a,b+1)="H" AND INKEY$
="q" THEN LET a=a-1
 120 IF INKEY$="p" THEN LET b=b+
1: LET x$="E": LET y$="D"
 125 IF INKEY$="o" THEN LET b=b-
1: LET x$="C": LET y$="A"
 130 PRINT INK 5;AT a,b;x$; INK
6;AT a-1,b;y$;AT c-1,d;"I"
 140 IF a$(a+1,b+1)=" " OR a$(a+
1,b+1)="K" THEN GO TO 2000
 180 IF a$(a-2,b+1)=" " AND a$(a
,b+1)<>"H" THEN GO SUB 20
 185 IF INKEY$="P" OR INKEY$="O"
 THEN GO SUB 1000
 190 LET ti=ti-1: PRINT INK 5;AT
 1,8;ti
 200 IF ti<=0 THEN GO TO 2000
 500 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1); INK 5; PAPER 1
;AT 1,1;sc
 510 IF a$(a+1,b+1)="H" AND INKE
Y$="a" THEN LET a=a+1
 520 IF INKEY$="p" THEN LET b=b+
1: LET x$="F": LET y$="D"
 525 IF INKEY$="o" THEN LET b=b-
1: LET x$="B": LET y$="A"
 530 PRINT INK 5;AT a,b;x$; INK
6;AT a-1,b;y$;AT c-1,d;"L"
 540 IF a$(a+1,b+1)=" " OR a$(a+
1,b+1)="K" THEN GO TO 2000
 580 IF a$(a-2,b+1)=" " AND a$(a
,b+1)<>"H" THEN GO SUB 20
 585 IF INKEY$="P" OR INKEY$="O"
 THEN GO SUB 1000
 590 IF a=c AND b=d THEN GO SUB
3000
 600 IF ti=10 THEN PRINT AT 1,8;
" "
 999 GO TO 100
1000 IF b=30 OR b=1 THEN RETURN
1010 IF INKEY$="O" THEN GO TO 11
00
1020 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a-1: LET
 b=b+1: BEEP .0005,40
1030 PRINT INK 5;AT a,b;"E"; INK
 6;AT a-1,b;"D": BEEP .0005,42
1040 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a+1: LET
 b=b+1: BEEP .0005,44
1050 RETURN
1100 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a-1: LET
 b=b-1: BEEP .0005,40
1110 PRINT INK 5;AT a,b;"B"; INK
 6;AT a-1,b;"A": BEEP .0005,42
1120 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a+1: LET
 b=b-1: BEEP .0005,44
1130 RETURN
2000 BORDER 7: PRINT AT a,b;a$(a
,b+1);AT a-1,b;a$(a-1,b+1): BORD
ER 0: FOR f=a TO 21: PRINT OVER
1; INK 7;AT f,b;x$;AT f-1,b;y$:
BEEP .005,60-f: PRINT OVER 1;AT
f,b;x$;AT f-1,b;y$: NEXT f
2010 LET li=li-1: IF li<=-1 THEN
 GO TO 4000
2020 GO TO 50
3000 LET sc=sc+20
3005 PRINT AT c,d;a$(c,d+1);AT c
-1,d;a$(c-1,d+1); INK 5;AT a,b;x
$; INK 6;AT a-1,b;y$: LET ti=i
3007 FOR f=40 TO 60 STEP .5
3010 LET c=3+INT (RND*17): LET d
=1+INT (RND*29): IF a$(c+1,d+1)=
"G" THEN GO TO 3030
3020 BEEP .0005,f: NEXT f: GO TO
 3000
3030 PRINT INK 4;AT c,d;"J"; INK
 6;AT c-1,d;"I": BEEP .05,30
3040 RETURN
4010 LET x$="- G A M E  O V E R
-": FOR f=1 TO 300: NEXT f
4020 FOR f=1 TO 20: FOR g=1 TO 2
0: PRINT INK 5;AT 3,5+f;x$(f): B
EEP .0005,g+30: NEXT g: NEXT f:
FOR f=1 TO 500: NEXT f
4030 IF sc>hi THEN LET hi=sc
4040 FOR f=1 TO 300: NEXT f: CLS
 : PRINT INK 7; PAPER 1;AT 10,7;
"ANY KEY TO BEGIN"
4050 IF INKEY$<>"" THEN GO TO 15
4060 GO TO 4050
5000 FOR f=2 TO 18 STEP 4: FOR g
=2 TO 31: IF a$(f,g)="K" THEN LE
T sc=sc+10: PRINT INK 7; PAPER 2
;AT f,g-1;"K"; INK 5; PAPER 1;AT
 1,1;sc: BEEP .0005,68: BEEP .00
05,60
5010 BEEP .0005,50: BEEP .0005,4
0: NEXT g: NEXT f: LET l=0
5020 FOR f=69 TO 25 STEP -.5: BE
EP .0005,f: NEXT f
5025 IF wa=9 THEN LET li=li+1: F
OR f=1 TO 6: BEEP .05,55: NEXT f
5030 LET i=i-10: LET wa=wa+1: IF
 i<50 THEN LET i=50
5035 GO SUB 8600: GO TO 50
```

continued from page 35

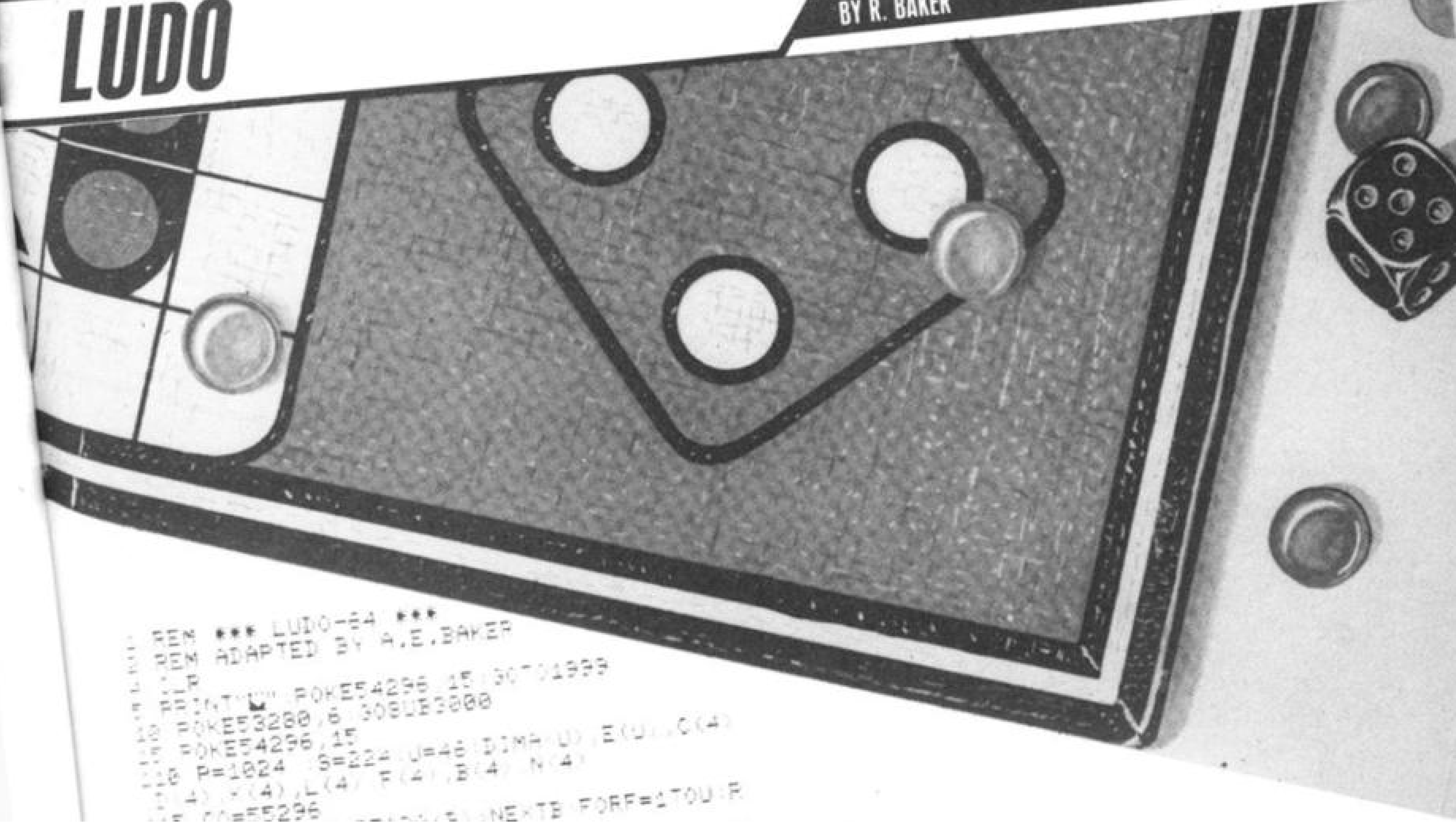


```
8600 DIM a$(22,32): LET X$="H"
8610 FOR f=1 TO 21: LET a$(f)="
                               "
: NEXT f
8620 LET a$(5)=" GHGGGG G GGGGGH
 G G G GG HGGGG "
8622 LET a$(9)=" GGGGH GG GGG  G
GGGGGH    GGGHG "
8624 LET a$(13)=" GHGGG     HGGGG
GGGGGGG    HGGGG "
8626 LET a$(17)=" GGGGH     GGGGG
G H G G    GGGHG "
8628 LET a$(21)=" GGGGG     GGGGG
GGG    GGGGGGGGG "
8630 FOR f=1 TO 3: LET a$(5+f,3)
=X$: LET a$(5+f,16)=X$: LET a$(5
+f,27)=X$
8632 LET a$(9+f,6)=X$: LET a$(9+
f,22)=X$: LET a$(9+f,30)=X$
8634 LET a$(13+f,3)=X$: LET a$(1
3+f,11)=X$: LET a$(13+f,27)=X$
8636 LET a$(17+f,6)=X$: LET a$(1
7+f,18)=X$: LET a$(17+f,30)=X$:
NEXT f
8640 LET q=2+INT (RND*18): LET w
=2+INT (RND*29): IF a$(q,w)="G"
AND a$(q,w-1)="G" AND a$(q,w+1)=
"G" AND a$(q-1,w)<>"H" THEN LET
a$(q,w)=" ": GO TO 8650
8645 GO TO 8640
8700 FOR f=1 TO 21: PRINT AT f,0
;a$(f): NEXT f
8710 PRINT INK 5; PAPER 1;AT 0,1
;"SCORE";AT 0,8;"TIME";AT 0,14;"
LIVES";AT 0,21;"WAVE";AT 0,27;"H
IGH"
8720 PRINT INK 5; PAPER 1;AT 1,2
1;wa;AT 1,27;hi
8730 RETURN
8800 OVER 1: BORDER 0: PAPER 0:
INK 3: BRIGHT 1: CLS
8810 PRINT INK 6;AT 0,6;"- PLATF
ORM WILLY -"
8820 PRINT INK 5;AT 16,2;"-CONTR
OLS-";AT 18,0;"   'Q' - UP
    'A' - DOWN     'P' - RIGHT
    'O' - LEFT"
8830 PRINT INK 4;AT 21,0;"'CAPS
SHIFT' & 'O'(OR)'P' - JUMP"
8840 PLOT 125,90: FOR f=0 TO 70:
 PLOT 125+f,90: PLOT 125-f,90: P
LOT 125,90+f: PLOT 125,90-f
8845 PLOT 125+f,90+f: PLOT 125-f
,90-f: PLOT 125+f,90-f: PLOT 125
-f,90+f
8847 IF INKEY$<>"" THEN OVER 0:
RETURN
8850 NEXT f: GO TO 8840
9800 FOR x=144 TO 155: FOR y=0 T
O 7: READ z: POKE USR CHR$ x+y,z
: NEXT y: NEXT x
9810 DATA 28,30,254,46,70,50,28,
28,60,12,60,68,70,65,195,195,60,
12,12,20,8,18,54,54,56,120,127,1
16,98,76,56,56,60,48,60,34,98,13
0,195,195,60,48,48,40,16,72,108,
108
9820 DATA 255,255,129,129,195,12
6,0,0,129,129,129,129,126,129,12
9,129,16,68,16,84,16,16,16,16,60
,70,215,195,219,195,126,60,56,68
,100,40,56,56,16,16
9830 DATA 40,0,146,16,84,16,16,1
6
9890 LET hi=5000: RETURN
9900 LET l=0: LET sc=0: LET li=3
9910 LET c=21: LET d=1: LET wa=1
9920 LET i=100: CLS : RETURN
```

LUDO

RUNS ON A COMMODORE 64

BY R. BAKER



Computer games based on well known board games, like Monopoly and Othello, have always been well received. So *C&VG* have had that evergreen favourite, Ludo, dusted down and revamped for the Commodore 64.

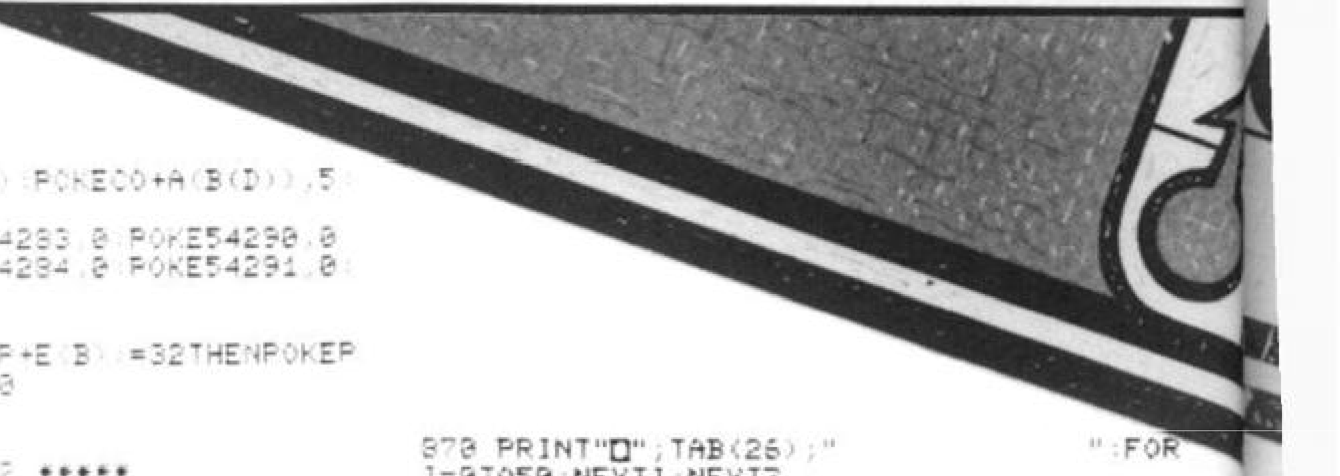
The game can be played by up to three people, with the computer playing one of the pieces.

The object of the game is to move all of your four counters around the board to your home base without any of the other player's pieces landing on yours.

The first player to reach home is the winner.

```
1 REM *** LUDO-64 ***
2 REM ADAPTED BY A.E.BAKER
4 CLR
5 PRINT"■":POKE54296,15:GOTO1999
10 POKE53280,6:GOSUB3000
15 POKE54296,15
110 P=1024:S=224:U=48:DIMA(U),E(U),C(4)
,K(4),Y(4),L(4),F(4),B(4),N(4)
115 CO=55296
120 FORB=1TOU:READA(B):NEXTB:FORF=1TOU:R
EADE(F):NEXTF
130 FORC=1TO4:READK(C):NEXTC:FORD=1TO4:R
EADL(D):NEXTD:GOTO170
140 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:PR
INTTAB(26);"
141 PRINT"■";TAB(26)"  ":FORI=1TOTT:PRINT"■";:NEXT
150 PRINT"■":FORI=1TOTT:PRINT"■";:NEXT
151 PRINTTAB(26);"
152 PRINT"■";TAB(26)"  ":PRINT"■";:NEXT
160 PRINT"■":FORI=1TO9:PRINTTAB(30);"■■"
161 FORI=1TO5:PRINTTAB(30);"■■"
NEXT:RETURN
170 FORD=1TO4:F(D)=D:B(D)=1:NEXTD
175 POKE53280,2:POKE53281,0
180 PRINT"■■■■■■■■■        HOW MANY PLAYERS
 (1 OR 2)"
190 GETPL:IF(PL<1)OR(PL>2)THEN190
200 PRINT"■":IFPL=2THENPRINT"PLAYER 1":P
RINT"————"
205 PRINT"■":FORI=1TO3:PRINT"■":NEXT
210 INPUT"ENTER YOUR NAME";A$:LA=LEN(A$)
:IFLA<14THEN230
220 GOSUB290:GOTO210
230 IFPL=1THEN270
240 PRINT"■■PLAYER 2":PRINT"————"
250 INPUT"ENTER YOUR NAME";B$:LB=LEN(B$)
:IFLB<14THEN270
260 GOSUB290:GOTO250
270 PRINT"■■PRESS (SPACE) TO THROW THE
DICE."
280 PRINT"■IF YOU THROW A 6 YOU GET ANOT
HER GO.":FORI=0TO500:NEXTI:GOTO300
290 PRINT"□TOO LONG !!";SPC(28):FORI=0TO1
000:NEXTI:PRINT"";SPC(39):RETURN
300 PRINT"■■■■■■■■** PRESS ANY KEY TO ST
ART **"
310 GETX$:IFX$=""THEN310
320 T=5:TT=16:GOSUB1320:G=INT(RND(1)*2+1
):IFG=2THEN550
330 IFG=2THEN560
339 REM ***** PLAYER 1 *****
340 V=0:T=5:TT=16:GOSUB140:GOSUB770
350 FORD=1TO4:IF(B(D)+X)>UTHENNEXTD:GOSU
B890:GOTO480
360 M=PEEK(P+A(B(D)+X))
370 IF(M=83)OR(M=90)OR(M=85)OR(M=88)THEN
NEXTD:GOSUB890:GOTO480
380 GOSUB820
390 IF(B(D)+X)>UTHENGOSUB850:GOTO380
400 M=PEEK(P+A(B(D)+X)):FORJ=1TO4:IFM=K(
J)THENGOSUB850:GOTO380
410 NEXTJ
420 FORC=1TO4:IFM=L(C)THEN520
430 NEXTC
440 GOSUB500
450 FORB=43TOU:FORJ=1TO4:IFPEEK(P+A(B))=
K(J)THENV=V+1
460 NEXTJ:NEXTB
470 IFV>3THEN910
480 IFX=6THEN340
490 G=2:GOTO550
499 GOSUB1300
500 POKEP+A(B(D)),32:B(D)=B(D)+X:FORZ=0T
O5:POKEP+A(B(D)),32:FORI=0TO50:NEXTI
```

LUDO



```
510 POKEP+A(B(D)),K(D):POKECO+A(B(D)),5:
FORI=0TO50:NEXTI
511 POKE54276,0:POKE54283,0:POKE54290,0
512 POKE54277,0:POKE54284,0:POKE54291,0:
NEXTZ:RETURN
520 GOSUB499
530 FORB=1TO4:IFPEEK(P+E(B))=32THENPOKEP
+E(B),M:F(C)=B:GOTO450
540 NEXTB
550 IFPL=1THEN930
555 REM ***** PLAYER 2 *****
560 W=0:T=16:TT=5:GOSUB140:GOSUB770
570 FORD=1TO4:IF(F(D)+X)>UTHENNEXTD:GOSU
B890:GOTO700
580 N=PEEK(P+E(F(D)+X))
590 IF(N=211)OR(N=218)OR(N=193)OR(N=216)
THENNEXTD:GOSUB890:GOTO700
600 GOSUB820
610 IF(F(D)+X)>UTHENGOSUB850:GOTO600
620 N=PEEK(P+E(F(D)+X)):FORJ=1TO4:IFN=L(
J)THENGOSUB850:GOTO600
630 NEXTJ
640 FORC=1TO4:IFN=K(C)THEN740
650 NEXTC
660 GOSUB720
670 FORF=43TOU:FORJ=1TO4:IFPEEK(P+E(F))=
L(J)THENW=W+1
680 NEXTJ:NEXTF
690 IFW>3THEN910
700 IFX=6THEN560
710 G=1:GOTO340
719 GOSUB1800
720 POKEP+E(F(D)),32:F(D)=F(D)+X:FORZ=0T
O9:POKEP+E(F(D)),32:FORI=0TO50:NEXTI
730 POKEP+E(F(D)),L(D):POKECO+E(F(D)),4:
FORI=0TO50:NEXTI
731 POKE54276,0:POKE54283,0:POKE54290,0
732 POKE54277,0:POKE54284,0:POKE54291,0:
NEXTZ:RETURN
740 GOSUB719
750 FORF=1TO4:IFPEEK(P+A(F))=32THENPOKEP
+A(F),N:B(C)=F:GOTO670
760 NEXTF
770 POKE54296,12
771 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:FO
RI=0TO28:PRINT"■";:NEXT
775 PRINT"■■ THROW ■"
776 POKE54277,2:POKE54273,9:POKE54272,21
777 POKE54276,33
778 FORI=0TO50:NEXT
779 POKE54276,0
781 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:FO
RI=0TO28:PRINT"■";:NEXT:PRINT"          "
790 GETX$:IFX$=""THEN771
791 POKE54277,0
800 GOTO1180
810 RETURN
820 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:PR
INTTAB(26);"■■WHICH PIECE ?□■"
830 GETD:IFD<1ORD>4THEN830
840 PRINTTAB(31);"■■";D:RETURN
850 PRINT"■":FORI=1TOT:PRINT"■";:NEXT
851 PRINTTAB(26);"               ":FORZ=0T
O3
860 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:PR
INTTAB(28);"□■ILLEGAL !!■"
861 POKE54296,15:POKE54277,15:POKE54276,
33:POKE54272,97
862 FORI=30TO45:POKE54273,I:NEXTI:POKE54
277,0:POKE54276,0
870 PRINT"□";TAB(26);"                :FOR
I=0TO50:NEXTI:NEXTZ
880 PRINT"■";TAB(26);"                :POK
E54296,0:RETURN
890 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:PR
INTTAB(26);"■■YOU CAN'T GO!□■"
891 POKE54296,15:POKE54277,15:POKE54276,
17
892 POKE54273,7:POKE54272,163:FORI=0TO20
0:NEXT
893 POKE54276,0:FORI=0TO40:NEXT
894 POKE54273,6:POKE54272,108:POKE54276,
17:FORI=0TO350:NEXT
895 POKE54276,0:POKE54277,0
899 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:PR
INTTAB(26);"■■YOU CAN'T GO!■"
900 RETURN
910 PRINT"■":FORI=1TOT:PRINT"■";:NEXT:PR
INTTAB(26);"■■  YOU WIN !!!■":GOTO1120
920 FORZ=0TO4000:NEXTZ:RETURN
929 REM ***** COMPUTER *****
930 W=0:T=16:TT=5:GOSUB140:GOTO1180
940 FORD=1TO4:IF(F(D)+X)=<UTHENN(D)=PEEK
(P+E(F(D)+X))
950 FORC=1TO4:IFN(D)=K(C)THEN1060
960 NEXTC:NEXTD
970 FORD=1TO4:IF((F(D)+X)=<U)AND(N(D)=32
)THENGOSUB1040:GOTO990
980 NEXTD:GOTO1090
990 FORF=43TOU:FORDD=1TO4:IFPEEK(P+E(F))
=L(DD)THENW=W+1
1000 NEXTDD:NEXTF
1010 IFW>3THEN1110
1020 IFX=6THEN930
1030 G=1:GOTO340
1039 GOSUB1800
1040 POKEP+E(F(D)),32:F(D)=F(D)+X:FORZ=0
TO9:POKEP+E(F(D)),32:FORI=0TO50:NEXTI
1050 POKEP+E(F(D)),L(D):POKECO+E(F(D)),4
:FORI=0TO50:NEXTI
1051 POKE54276,0:POKE54283,0:POKE54290,0
1052 POKE54277,0:POKE54284,0:POKE54291,0
:NEXTZ:RETURN
1060 GOSUB1039
1070 FORB=1TO4:IFPEEK(P+A(B))=32THENPOKE
P+A(B),N(D):B(C)=B:GOTO990
1080 NEXTB
1090 PRINT"■":FORI=1TO16:PRINT"■";:NEXT:
PRINTTAB(27);"■■CAN'T GO !□■"
1091 POKE54296,15:POKE54277,15:POKE54276
,17
1092 POKE54273,7:POKE54272,163:FORI=0TO2
00:NEXT
1093 POKE54276,0:FORI=0TO40:NEXT
1094 POKE54273,6:POKE54272,108:POKE54276
,17:FORI=0TO350:NEXT
1095 POKE54276,0:POKE54277,0
1100 GOTO1020
1110 PRINT"■";:FORI=1TO17:PRINT"■";:NEXT
1111 PRINTTAB(26);"■   ■I WIN !!!■"
1120 GOSUB1900:POKE54276,0:POKE54283,0
```

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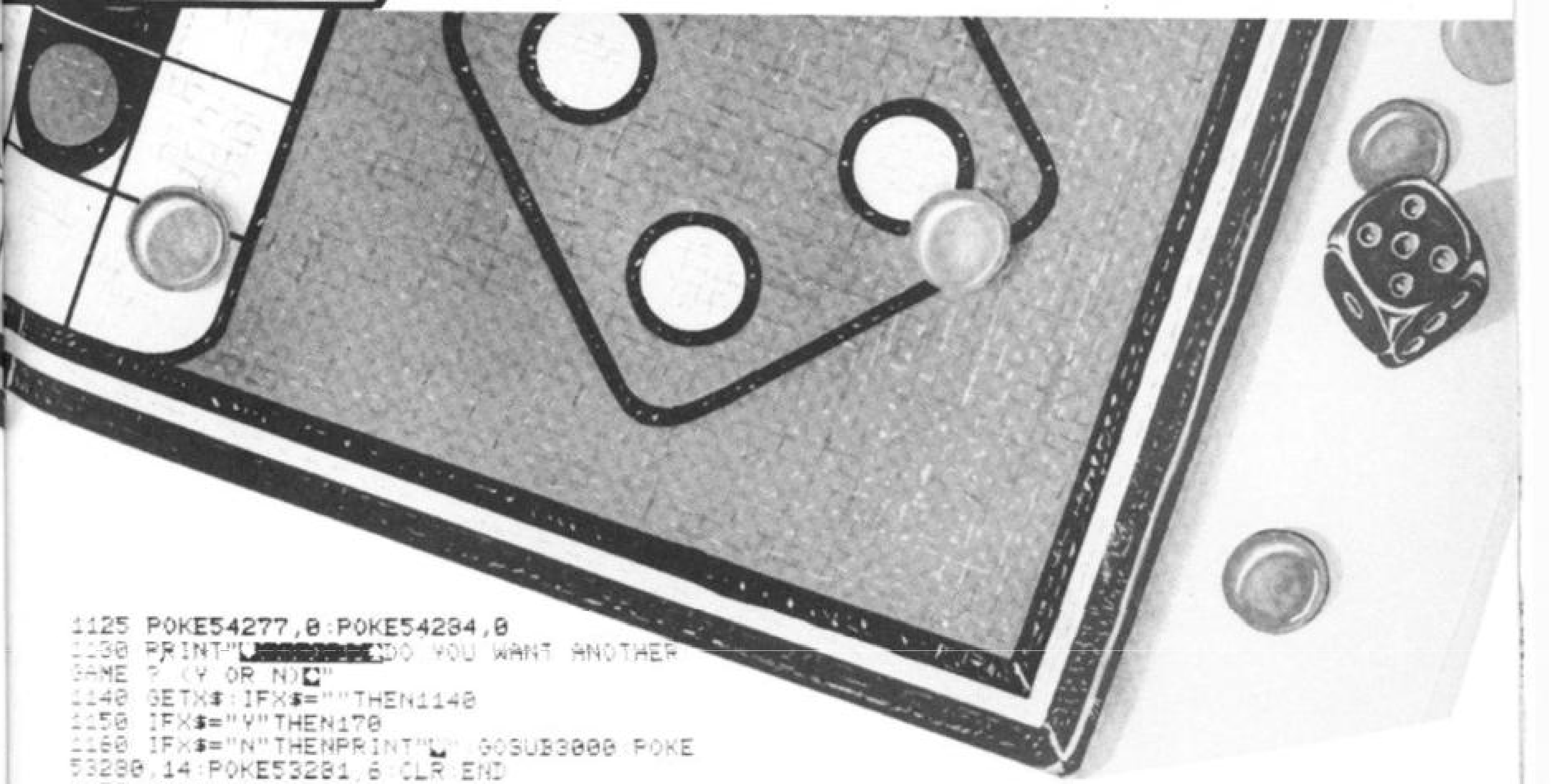

```
1125 POKE54277,0:POKE54284,0
1130 PRINT"■■■■■■■■■DO YOU WANT ANOTHER
GAME ? (Y OR N)■"
1140 GETX$:IFX$=""THEN1140
1150 IFX$="Y"THEN170
1160 IFX$="N"THENPRINT"■":GOSUB3000:POKE
53280,14:POKE53281,6:CLR:END
1170 GOTO1140
1179 REM ***** DICE *****
1180 H=0:POKE54296,12:POKE54277,2
1191 POKE54273,45 :POKE54272,198
1192 FORX=1TO6
1193 GOSUB1200:NEXTX
1190 H=1:X=INT(RND(1)*6+1)
1200 ONXGOTO1210,1220,1230,1240,1250,127
0
1210 GOSUB140:POKE54276,17:POKECO+512,1:
POKEP+512,S:POKE54276,0:GOTO1290
1220 GOSUB160:POKE54276,17:POKECO+473,1:
POKECO+551,1
1221 POKEP+473,S:POKEP+551,S
1222 POKE54276,0:GOTO1290
1230 GOSUB160:POKE54276,17:POKECO+434,1:
POKECO+512,1:POKECO+590,1
1231 POKEP+434,S:POKEP+512,S:POKEP+590,S
:POKE54276,0:GOTO1290
1240 GOSUB160:POKE54276,17:POKECO+430,1:
POKECO+434,1:POKECO+590,1:POKECO+594,1
1241 POKEP+430,S:POKEP+434,S:POKEP+590,S
:POKEP+594,S:POKE54276,0:GOTO1290
1250 GOSUB160:POKE54276,17
1260 POKECO+430,1:POKECO-434,1:POKECO+51
2,1:POKECO+590,1:POKECO+594,1
1261 POKEP+430,S:POKEP+434,S:POKEP+512,S
:POKEP+590,S:POKEP+594,S
1262 POKE54276,0:GOTO1290
1270 GOSUB160:POKE54276,17
1271 POKECO+430,1:POKECO+434,1:POKECO+51
8,1:POKECO+514,1:POKECO+590,1
1275 POKECO+594,1
1280 POKEP+430,S:POKEP+434,S:POKEP+510,S
:POKEP+514,S:POKEP+590,S:POKEP+594,S
1285 POKE54276,0:GOTO1290
1290 IFH=0THENRETURN
1291 POKE54277,0
1300 IF(PL=1)AND(G=2)THEN940
1310 GOTO810
1320 PRINT"■";:POKE53280,5:POKE53281,9
1330 PRINT"■┌┬─┬─┬─┬─┬─┬─┬─┬─┬─┬─┬─┬─┐■";
TAB(32-INT(LA/2));A$
1340 PRINT"■│ │ │ │ │ │ │ │ │ │ │ │ │ │";T
AB(32-INT(LA/2));
1350 FORI=1TOLA-1:PRINT"■ ";:NEXTI:PRINT
"─"
1360 PRINT"■├─┼─┴─┴─┴─┼─┴─┴─┴─┴─┴─┼─┤
 ■♥ ♦ ♠ ♣■"
1370 PRINT"│ │        ■S│ │          ■│ │
 ■1 2 3 4■"
1380 PRINT"├─┤     ■┌─T├─           ■├─┤"
1390 PRINT"│ │     ■│♥│A│ │         ■│ │"
1393 FORI=0TO10:NEXT:POKE54277,0:POKE542
84,0:POKE54276,0:POKE54283,0
1400 PRINT"├─┤     ■├─R├─           ■├─┤"
1410 PRINT"│ │     ■│♦│T│ │         ■│ │"
1420 PRINT"├─┤     ■├─┼─┼           ■├─┤"
1430 PRINT"│ │     ■│♠│♣│ │    HOME■ │ │
 ■■          ■■"
1440 PRINT"├─┤     ■├┴─┴─┴  ┌┬─┬─┬─┬■┼─┤
 ■■          ■■"
1450 PRINT"│ │             ■│ │ │ │ ■│ │
 ■■          ■■"
1460 PRINT"├─┼■┬─┬─┬─┬─┬   ■├┴─┴─┴─┴■┼─┤
  ■■          ■■"
1470 PRINT"│ │ ■│ │ │ │              ■│ │
 ■■          ■■"
1480 PRINT"├─┼■┴─┴─┴─┴─┴  ┌┬─┬─┬    ■├─┤
 ■■          ■■"
1490 PRINT"│ │ ■HOME        │■♦■│■♦■│  .■│



     ■■          ■■"
1500 PRINT"├─┤             ■├─┬─┬┤   ■├─┤"
1510 PRINT"│ │             ■   S│■♦■│  ■│ │
"
1520 PRINT"├─┤             ■├─T├─    ■├─┤"
1530 PRINT"│ │             ■   A│■♥■│  ■│ │
"
1540 PRINT"├─┤             ■├─R├─    ■├─┤"
1550 PRINT"│ │             ■   T■       │ │"
1560 PRINT"├─┼─┴─┴─┴─┴─┴─┼─┴─┴─┴─┴─┴─┼─┤"
1570 PRINT"│ │ │ │ │ │ │ │ │ │ │ │ │ │ │
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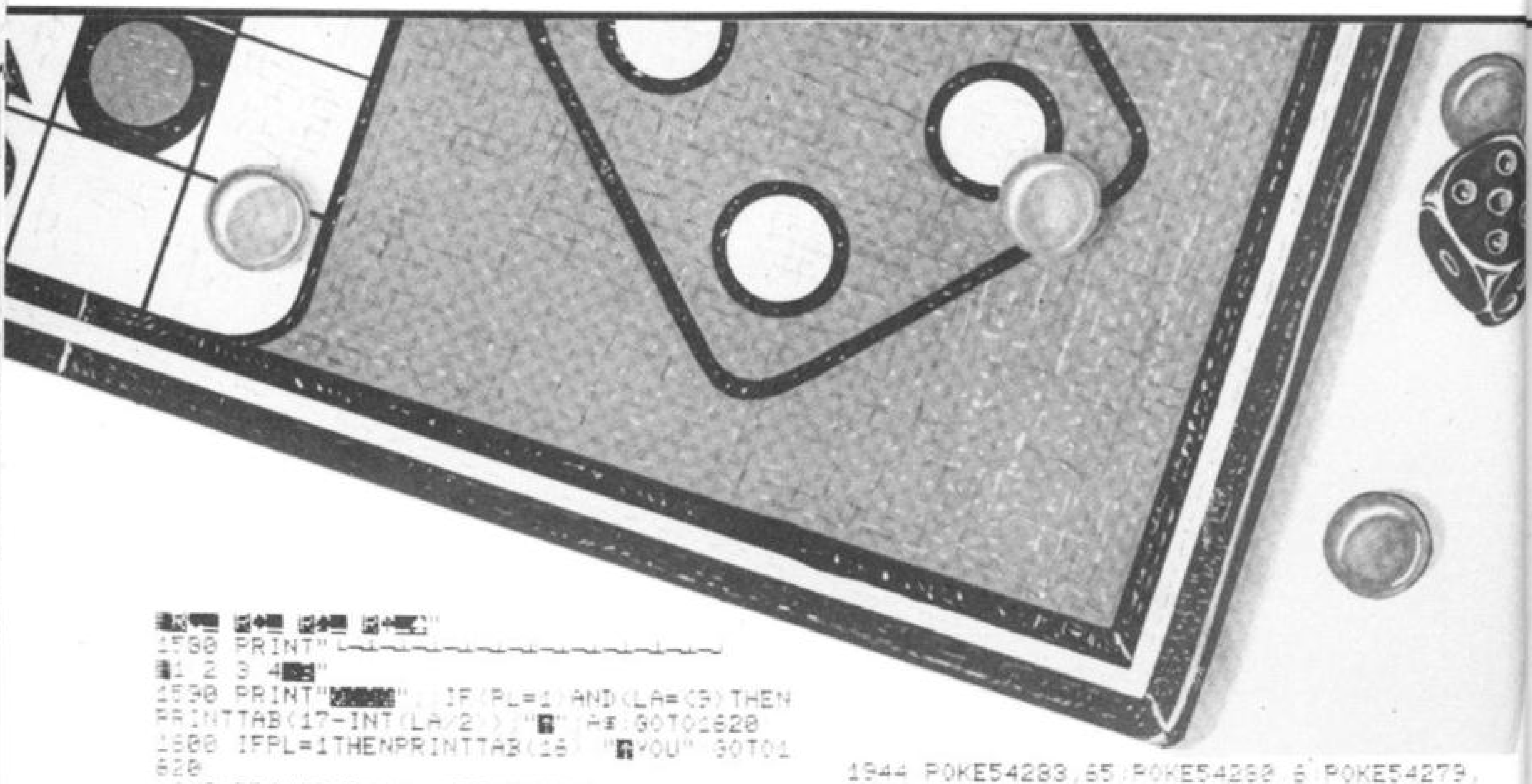

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█▒▀ █▪▀ █▪▀ █▪▀"
1580 PRINT"┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴┴
█1 2 3 4██"
1590 PRINT"████";:IF(PL=1)AND(LA=(9)THEN
PRINTTAB(17-INT(LA/2));"█";A$:GOTO1620
1600 IFPL=1THENPRINTTAB(16);"█YOU":GOTO1
620
1610 PRINTTAB(14);"█PLAYER 1"
1620 PRINT"█":FORI=1TO18:PRINT"█";:NEXT
1630 IFPL=2THENPRINTTAB(4);"█PLAYER 2":P
RINT"█";TAB(32-INT(LB/2));B$
1640 IFPL=2THENPRINTTAB(32-INT(LB/2));:F
ORI=1TOLB-1:PRINT"━";:NEXTI:PRINT"━"
1650 IFPL=1THENPRINT"███COMPUTER":PRINT
TAB(28);"█COMPUTER██████████━━━━━━━━━"
1660 RETURN
1670 DATA207,287,367,369,371,291,211,131
,51,49,47,45,43,41,121,201,281,361
1680 DATA441,521,601,681,761,841,921,923
,925,927,929,931,933,935,937,939,941
1690 DATA943,863,783,703,623,543,463,461
,459,457,455
1700 DATA777,697,617,615,613,693,773,853
,933,935,937,939,941,943,863,783,703
1710 DATA623,543,463,383,303,223,143,63,
61,59,57,55,53,51,49,47,45,43,41,121
1720 DATA201,281,361,441,521,523,525,527
,529
1730 DATA83,90,65,88,211,218,193,216
1800 POKE54296,15:POKE54277,15:POKE54284
,15:POKE54291,15
1810 FORJ=45TO30STEP-1.9
1820 POKE54276,17:POKE54283,17:POKE54290
,17
1830 POKE54273,J:POKE54272,85:POKE54280,
J+1:POKE54279,85
1840 POKE54287,J-2:POKE54286,85
1850 NEXTJ
1860 RETURN
1900 POKE54296,15:POKE54277,13:POKE54284
,13
1910 FORI=5TO40
1920 POKE54276,65:POKE54273,I:POKE54272,
15
1930 POKE54283,65:POKE54280,I:POKE54279
,17
1940 POKE54275,13:POKE54274,I
1941 NEXTI:POKE54276,0:POKE54283,0
1942 FORI=5TO115
1943 POKE54276,65:POKE54273,5:POKE54272,
183
```

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1944 POKE54283,65:POKE54280,6:POKE54279,
188
1945 POKE54275,10:POKE54274,I
1950 NEXTI:RETURN
1998 REM INITIAL DISPLAY
1999 FORI=0TO99:READSR:NEXTI:POKE54296,1
5:POKE54277,15
2000 POKE53280,0:POKE53281,0:POKE54272,9
5
2010 VC=53248:JL=832
2020 POKEVC+21,15:POKE2040,11:POKE2041,1
3:POKE2042,14:POKE2043,15:POKE54276,33
2030 FORI=0TO62:READSR:POKE704+I,SR:POKE
54273,I+20:POKE54272,95:NEXTI
2040 FORI=0TO62:READSR:POKEJL+I,SR:POKE5
4273,I+25:POKE54272,95:NEXTI
2050 IFJL=>960THEN2069
2060 JL=JL+64:GOTO2040
2265 POKE54273,21:POKE54272,154:POKE5427
6,33
2270 FORI=107TO88STEP-1:POKEVC+0,  :POKEV
C+2,131:POKEVC+4,174:POKEVC+6,218:NEXTI
2271 POKE54276,0
2275 POKE54273,22:POKE54272,227:POKE5427
6,33
2280 FORI=0TO400:NEXTI:POKE54276,0:POKEV
C+23,4:POKEVC+29,4
2281 POKE54277,96:POKE54273,12:POKE54272
,216:POKE54276,33:FORI=0TO400:NEXTI
2282 POKE54276,0
2290 POKEVC+23,5:POKEVC+29,5:POKE54273,1
5:POKE54272,70:POKE54276,33
2291 FORI=0TO400:NEXTI:POKE54276,0
2300 POKEVC+23,7:POKEVC+29,7:POKE54273,1
7:POKE54272,37:POKE54276,33
2301 FORI=0TO400:NEXTI:POKE54276,0
2309 POKEVC+23,15:POKEVC+29,15
2310 POKE54284,102:POKE54280,16:POKE5427
9,47:POKE54273,14:POKE54272,107
2311 POKE54283,33:POKE54276,33:FORI=0TO1
000:NEXTI:POKE54283,0:POKE54276,0
2312 POKE54277,0:POKE54284,0:POKE54296,0
2320 FORJ=0TO10
2330 POKEVC+39,3:POKEVC+40,5:POKEVC+41,2
:POKEVC+42,6:FORI=0TO47:NEXTI
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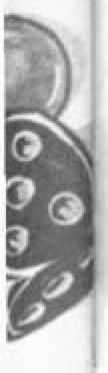

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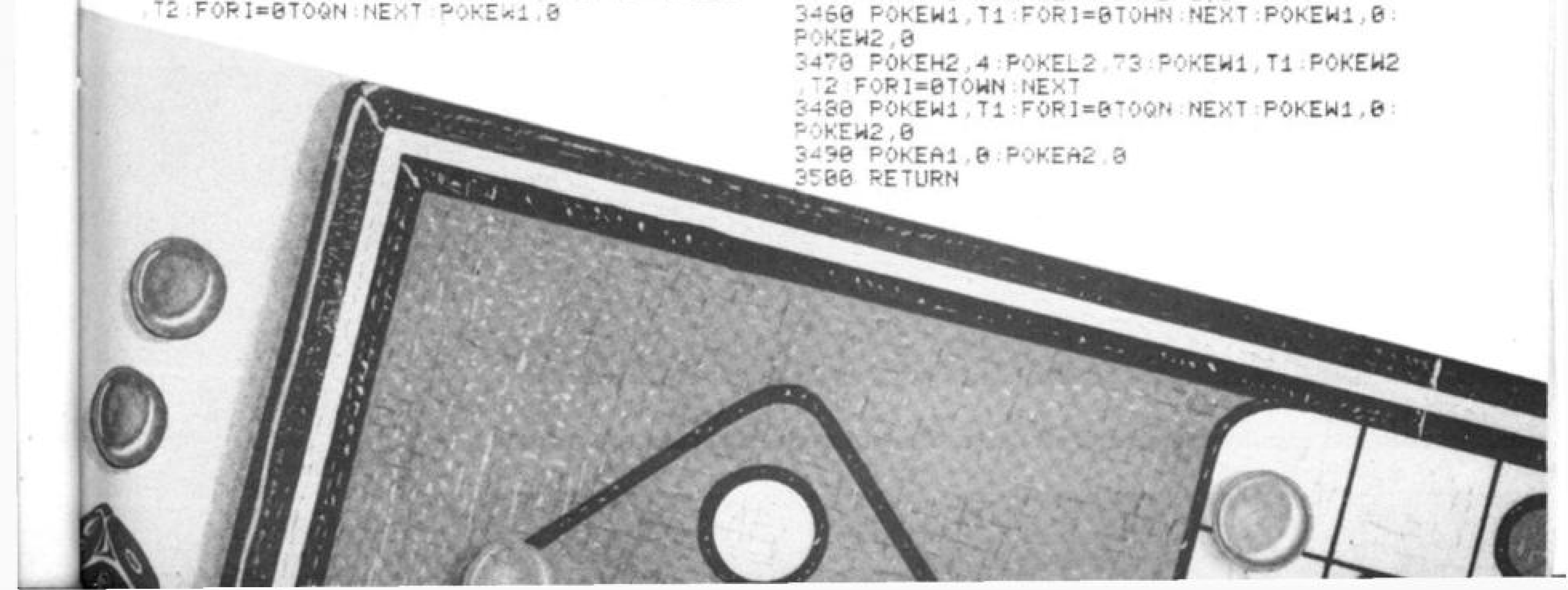
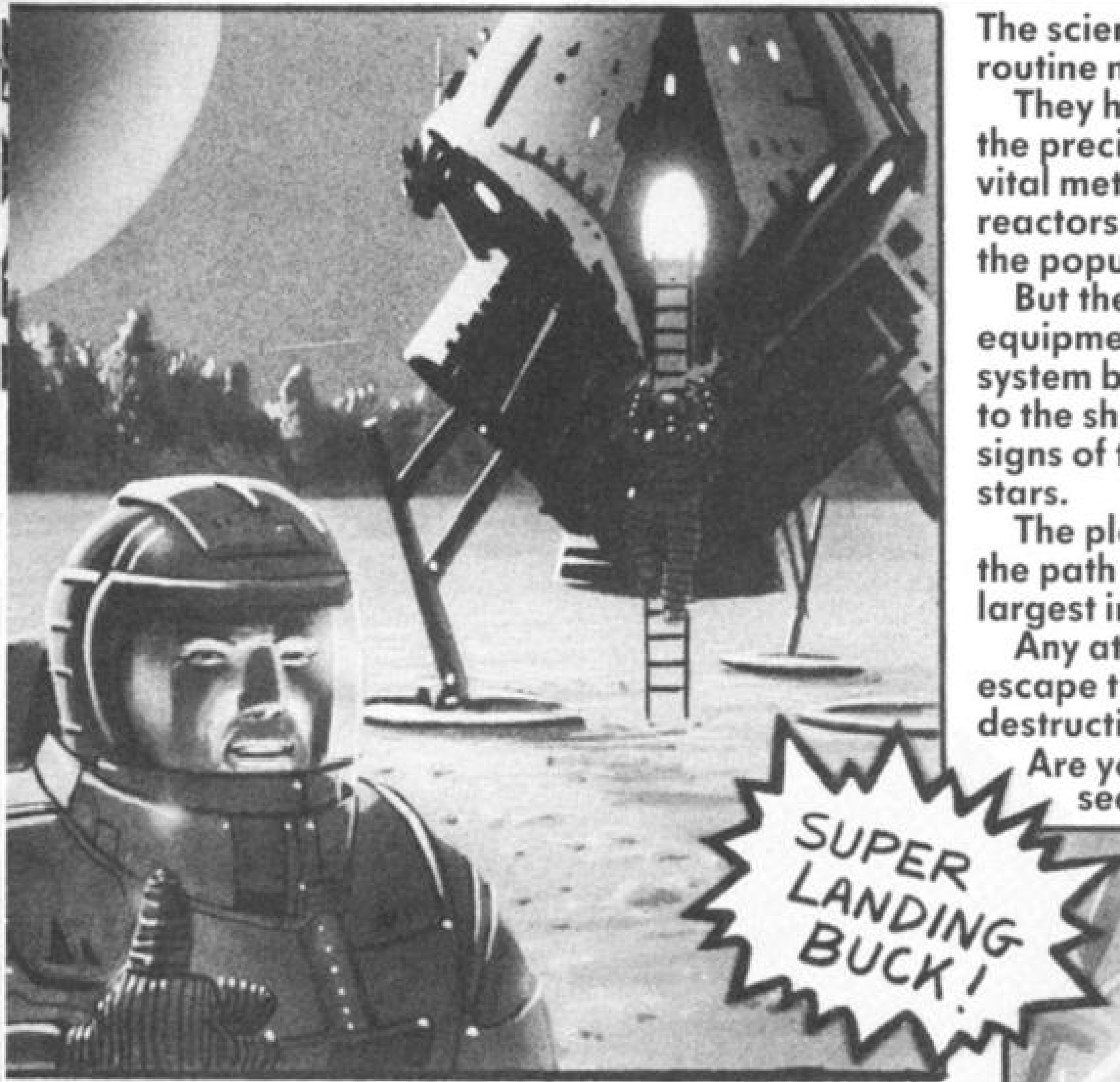
2340 POKEVC+39,6:POKEVC+40,8:POKEVC+41,5
:POKEVC+42,2:FORI=0TO47:NEXTI
2350 POKEVC+39,2:POKEVC+40,6:POKEVC+41,8
:POKEVC+42,5:FORI=0TO47:NEXTI
2360 POKEVC+39,5:POKEVC+40,2:POKEVC+41,6
:POKEVC+42,8:FORI=0TO47:NEXTI:NEXTJ
2380 CLR:RESTORE:GOTO10
2500 DATA 252,0,0,252,0,0,252,0,0,252,0,
0,252,0,0,252,0,0,252,0,0,252,0,0
2510 DATA 252,0,0,252,0,0,252,0,0,252,0,
0,252,0,0,252,0,0,252,0,0,255,255,192
2520 DATA 255,255,192,255,255,192,255,25
5,192,255,255,192,255,255,192
2530 DATA 252,15,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2540 DATA 252,15,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2550 DATA 252,15,192,252,15,192,254,31,1
92,255,255,192,255,255,192,255,255,192
2560 DATA 255,255,192,127,255,128,63,255
,0
2570 DATA 255,254,0,255,255,0,255,255,12
8,255,255,192,255,255,192,255,255,192
2580 DATA 252,31,192,252,15,192,252,15,1
92,252,15,192,252,15,192
2590 DATA 252,15,192,252,15,192,252,15,1
92,252,31,192,255,255,192
2600 DATA 255,255,192,255,255,192,255,25
5,128,255,255,0,255,254,0
2610 DATA 31,254,0,63,255,0,127,255,128,
255,255,192,255,255,192,255,255,192
2620 DATA 254,31,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2630 DATA 252,15,192,252,15,192,254,31,1
92,255,255,192,255,255,192,255,255,192
2640 DATA 127,255,128,63,255,0,31,254,0
3000 REM ***MUSIC***
3010 H1=54273:L1=54272:A1=54277:W1=54276
:H2=54280:L2=54279:A2=54284
3011 W2=54283:HN=280:QN=140:HQ=420:WN=56
0:T1=17:T2=17
3015 POKE54296,15:POKEA1,23 :POKEA2,15
3020 POKEH1,17:POKEL1,37:POKEH2,4:POKEL2
,73:POKEW1,T1:POKEW2,T2
3030 FOR I=0TOQN:NEXT:POKEW1,0:FORI=0TOQ
N:NEXT
3040 POKEH1,21:POKEL1,154:POKEW1,T1:FORI
=0TOQN:NEXT:POKEW1,0
3050 POKEW1,T1:FORI=0TOQN:NEXT
3060 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0:
POKEW2,0
3070 POKEH1,25:POKEL1,177:POKEH2,6:POKEL
2,188:POKEW1,T1:POKEW2,T2
3080 FORI=0TOHQ:NEXT:POKEW1,0:POKEW2,0
3090 POKEH2,4:POKEL2,73:POKEW1,T1:POKEW2
,T2:FORI=0TOQN:NEXT:POKEW1,0
3100 FORI=0TOQN:NEXT
3110 POKEH1,34:POKEL1,75:POKEW1,T1:FORI=
0TOQN:NEXT:POKEW1,0
3120 POKEW1,T1:FORI=0TOQN:NEXT
3130 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0
3140 POKEH1,43:POKEL1,52:POKEW1,T1:FORI=
0TOHQ:NEXT:POKEW1,0
3150 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0
3160 FORI=0TOQN:NEXT
3170 POKEH1,34:POKEL1,75:POKEW1,T1:FORI=
0TOQN:NEXT:POKEW1,0
3180 POKEW1,T1:FORI=0TOQN:NEXT
3190 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0:
POKEW2,0
3200 POKEH1,25:POKEL1,177:POKEH2,6:POKEL
2,188:POKEW1,T1:POKEW2,T2
3210 FORI=0TOHQ:NEXT:POKEW1,0:POKEW2,0
3220 POKEH2,4:POKEL2,73:POKEW1,T1:POKEW2
,T2:FORI=0TOQN:NEXT:POKEW1,0
3230 FORI=0TOQN:NEXT
3240 POKEH1,21:POKEL1,154:POKEW1,T1:FORI
=0TOQN:NEXT:POKEW1,0
3250 POKEW1,T1:FORI=0TOQN:NEXT
3260 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0
3270 POKEH1,43:POKEL1,52:POKEW1,T1:FORI=
0TOHN:NEXT:POKEW1,0
3280 POKEH1,40:POKEL1,200:POKEW1,T1:FORI
=0TOQN:NEXT:POKEW1,0:POKEW2,0
3290 POKEH1,38:POKEL1,126:POKEH2,6:POKEL
2,188:POKEW1,T1:POKEW2,T2
3300 FORI=0TOQN:NEXT:POKEW1,0
3310 FORI=0TOQN:NEXT
3320 POKEH1,32:POKEL1,94:POKEW1,T1:FORI=
0TOQN:NEXT:POKEW1,0
3330 POKEW1,T1:FORI=0TOQN:NEXT
3340 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0
3350 POKEH1,25:POKEL1,177:POKEW1,T1:FORI
=0TOHQ:NEXT:POKEW1,0
3360 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0
3370 FORI=0TOQN:NEXT
3380 POKEH1,22:POKEL1,227:POKEW1,T1:FORI
=0TOQN:NEXT:POKEW1,0
3390 POKEW1,T1:FORI=0TOQN:NEXT
3395 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0
3400 POKEH1,38:POKEL1,126:POKEW1,T1:FORI
=0TOHN:NEXT:POKEW1,0
3410 POKEH1,43:POKEL1,52:POKEW1,T1:FORI=
0TOQN:NEXT:POKEW1,0:POKEW2,0
3420 POKEH1,34:POKEL1,75:POKEH2,4:POKEL2
,73:POKEW1,T1:POKEW2,T2
3430 FORI=0TOHN:NEXT:POKEW1,0
3440 POKEW1,T1:FORI=0TOHN:NEXT:POKEW1,0:
POKEW2,0
3450 POKEH2,5:POKEL2,195:POKEW1,T1:POKEW
2,T2:FORI=0TOHN:NEXT:POKEW1,0
3460 POKEW1,T1:FORI=0TOHN:NEXT:POKEW1,0:
POKEW2,0
3470 POKEH2,4:POKEL2,73:POKEW1,T1:POKEW2
,T2:FORI=0TOWN:NEXT
3480 POKEW1,T1:FORI=0TOQN:NEXT:POKEW1,0:
POKEW2,0
3490 POKEA1,0:POKEA2,0
3500 RETURN
```



ROX 20


SUPER LANDING BUCK!

The scientists thought it would be just a routine mission.

They had landed on Selab 4 in search of the precious Zelonite ore which contains vital metals necessary to keep the nuclear reactors on their home planet working and the population alive and well.

But they had only just begun to set up their equipment when the ship's early warning system began a red alert. As they ran back to the ship, the sky already showed the first signs of the impending disaster—shooting stars.

The planet's orbit had taken it directly into the path of the huge Orion asteroid belt, the largest in the known universe.

Any attempt to launch the craft and try to escape the planet would result in certain destruction.

Are you ready to take the hot seat in what seems an impossible situation?

```
10 FORI=6576TO7071:READA:POKEI,A:NEXT
30 DATA3,7,63,127,127,255,255,127,63,15,
15,31,127,255,255,127
32 DATA192,252,254,255,255,255,255,254,2
52,254,254,254,252,240,224,0
34 DATA255,255,255,255,255,255,255,255,2
55,255,255,255,255,255,255,255
36 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
38 DATA0,0,0,0,0,8,8,28,28,28,62,54,34,0
,0,0
40 DATA0,0,0,0,0,224,124,63,124,224,0,0,
0,0,0,0
42 DATA0,0,0,0,0,7,62,252,62,7,0,0,0,0,0
,0
44 DATA128,128,30,30,58,58,127,127,56,56
,16,16,48,48,16,16
46 DATA1,1,10,10,92,92,254,254,28,28,8,8
,12,12,8,8
48 DATA12,12,0,0,0,192,193,3,3,193,192,0
,0,0,12,12
50 DATA48,48,0,0,0,3,131,192,192,131,3,0
,0,0,48,48
52 DATA132,164,132,82,66,74,33,33,165,16
,20,145,195,79,15,95
54 DATA149,33,33,66,74,66,148,133,132,8,
40,137,195,242,240,249
56 DATA60,32,32,47,36,60,0,0,60,36,36,36
,36,60,0,0
58 DATA60,36,36,60,36,36,0,0,36,36,36,36
,24,24,0,0
60 DATA31,63,127,252,252,255,255,127,63,
31,5,5,9,19,63,255
62 DATA248,252,254,63,63,255,255,254,252
,248,160,160,144,200,252,255
64 DATA255,143,255,227,239,249,243,231,2
07,159,159,128,224,32,112,248
```

```
66 DATA255,239,255,199,247,159,207,231,2
43,249,249,1,7,4,14,31
68 DATA34,54,42,34,34,34,0,0,60,32,32,56
,32,60,0,0
70 DATA30,16,16,28,16,30,0,0,60,36,36,60
,40,36,0,0
72 DATA0,0,0,0,254,254,198,198,198,198,1
98,198,198,198,254,254
74 DATA0,0,0,0,56,120,248,216,24,24,24,2
4,24,24,254,254
76 DATA0,0,0,0,254,254,198,6,6,254,254,1
92,192,192,254,254
78 DATA0,0,0,0,254,254,6,6,6,30,30,6,6,6
,254,254
80 DATA0,0,0,0,192,192,192,192,192,216,2
16,254,254,24,24,24
82 DATA0,0,0,0,254,254,192,192,192,254,2
54,6,6,198,254,254
```

RUNS ON VIC 20 WITH 3K EXPANSION

BY PAUL KEHOE.

```
84 DATA0,0,0,0,254,254,192,192,192,254,2
54,198,198,198,254,254
86 DATA0,0,0,0,254,254,6,6,28,28,112,112
,224,224,192,192
88 DATA0,0,0,0,254,254,198,198,198,254,2
54,198,198,198,254,254
90 DATA0,0,0,0,254,254,198,198,198,254,2
54,6,6,198,254,254
100 PRINT"■■LOAD"
110 PRINT"■LOADING ROX 20","■■PLEASE WAI
T...."
120 POKE198,3:POKE632,19:POKE633,13:POKE
634,13
```

PART 2

```
1 POKE828,0:POKE829,0
10 POKE36879,10:PRINT"■■■■■■■■■■■■■■■■■■■■■■■■
ROX 20","■■■WRITTEN BY P.KEHOE","■■■■■■■■■
■■■1983"
20 PRINT"■PRESS ANY KEY TO START"
30 IFPEEK(197)=64THEN30
50 POKE36867,PEEK(36867)OR1:POKE36865,18
:POKE36869,254
59 REM VARIABLES
60 ZX=1:SF=800
```

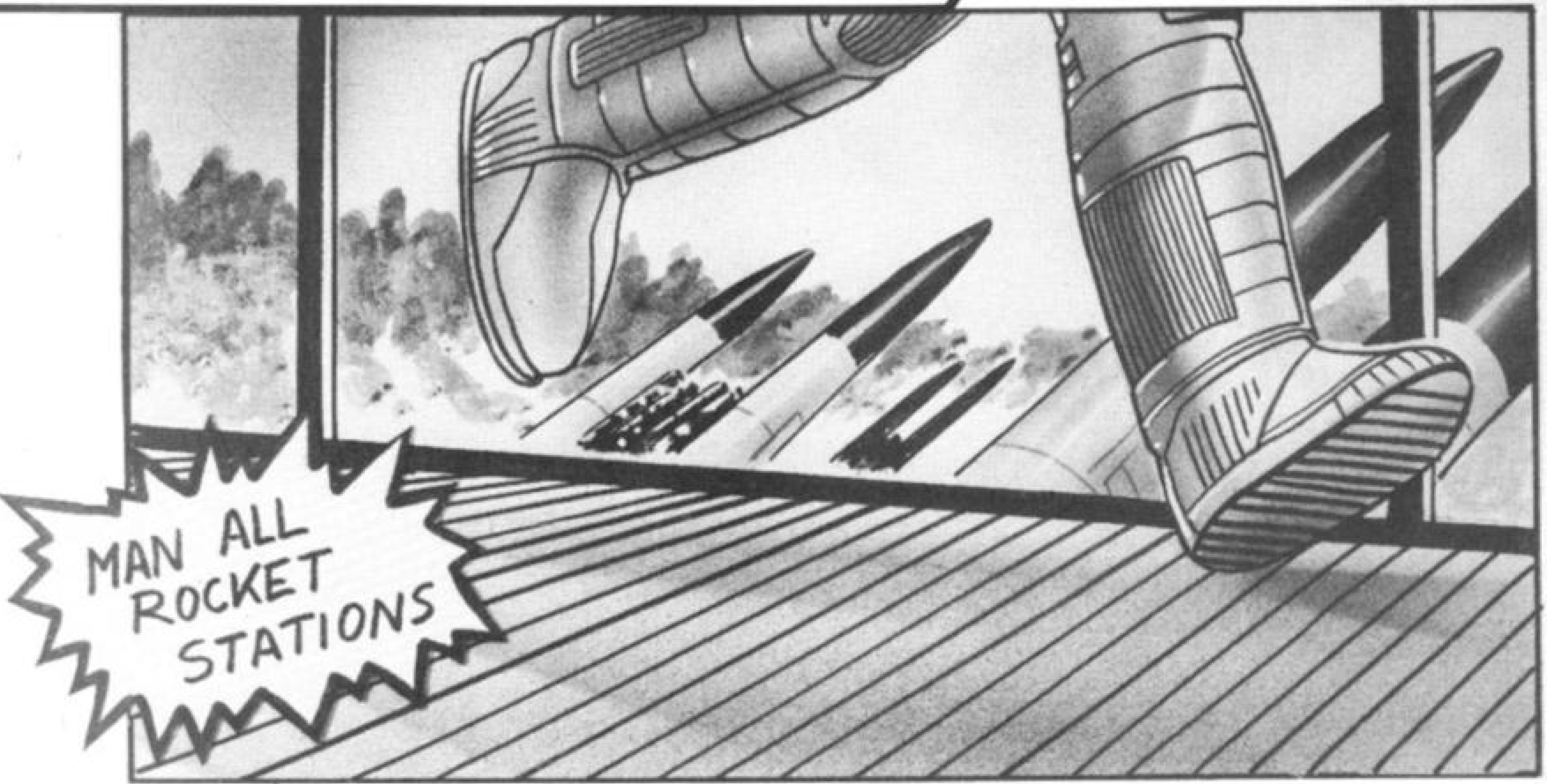
FIRE ROCKETS

```
62 CC=30720:V=36878:S4=V-1:S2=V-3:SC=0:D
=0
70 POKE37151,0:PA=37151:PB=37152:RB=3715
4
80 POKEV,15:N=0
82 HI=PEEK(829)+256*PEEK(828)
100 FORM=0TO506:POKE7680+M,30:NEXT
110 FORM=7988TO8053:POKEM+CC,6:POKEM,29:
NEXT
120 POKE7954+CC,4:POKE7955+CC,4:POKE7976
+CC,4:POKE7977+CC,4
130 POKE7954,42:POKE7955,43:POKE7976,44:
POKE7977,45
135 FORI=0TOZX:G(I)=7724:NEXT
140 PRINT"■";SC:PRINT"■■■■■■■■■■■■";D:PRIN
T"■■■■■■■■■■■■■■■■■■■"HI
142 PRINT"■↑"TAB(9)"↑"TAB(15)"↑"
144 IFD=>50THEN5000
```

```
150 FORI=0TOZX:IFG(I)=7724THENJ(I)=INT(R
ND(1)*21):NEXT
170 FORI=0TOZX:F(I)=G(I)+J(I)
175 POKEF(I)-22,30:POKEF(I)-22+1,30
180 POKEF(I)+CC,5:POKEF(I)+CC+1,5:POKEF(
I),27:POKEF(I)+1,28
190 G(I)=G(I)+22:NEXT
199 REM JOYSTICK
200 A=PEEK(PA):POKERB,127:B=PEEK(PB):POK
ERB,255:IFN>0THEN280
210 IF(AAND4)=0AND(BAND128)=0THENMD=-21:
N=1:MA=35:GOTO270
220 IF(AAND4)=0AND(AAND16)=0THENMD=-23:N
=1:MA=34:GOTO270
230 IF(AAND4)=0THENMD=-22:N=1:MA=31:GOTO
270
240 IF(BAND128)=0THENMD=+1:N=2:MA=32:GOT
O270
250 IF(AAND16)=0THENMD=-1:N=2:MA=33:GOTO
270
260 N=0:GOTO280
270 ONNGOTO900,960
280 IFN>0THENGOSUB1000
285 IF(AAND32)=0THENN=0:POKEM1+M2,30:POK
ES4,0
290 FORI=0TOZX:IFPEEK(F(I)+22)=29THEN110
0
300 IFPEEK(F(I)+22)=42ORPEEK(F(I)+22)=43
THEN1200
302 IFPEEK(F(I)+23)=42ORPEEK(F(I)+23)=43
THEN1200
305 NEXT
310 IFPEEK(M1+M2+MD)=27ORPEEK(M1+M2+MD)=
28THEN1500
320 IFM1<7723THENN=0:POKEM1+M2,30
330 IFM1+M2>7944ANDM1+M2<7946ORM1+M2>796
2THENN=0:POKEM1+M2,30
335 IFSC>SFTHENSF=SF+800:D=D-15:IFD<0THE
ND=0
340 GOTO170
```

ROX 20

continued from page 43



```
900 M1=7922:M2=10
920 POKEM1+M2+CC,7:POKEM1+M2,MA
930 POKES4,230:GOTO290
960 M1=7944:IFMA=32THENM2=12:GOTO980
970 M2=9
980 POKEM1+M2+CC,7:POKEM1+M2,MA:POKES4,2
30:GOTO290
1000 POKEM1+M2,30:M1=M1+MD:POKEM1+M2+CC,
7:POKEM1+M2,MA:RETURN
1100 FORI=0TOZX
1101 IFPEEK(F(I)+22)=29THENPOKEF(I)+CC,1
:POKEF(I)+1+CC,1:POKEF(I),38:POKEF(I)+1,
39
1110 POKES4,200:FORO=1TO20:NEXT:POKES4,0
:O=0
1112 POKEF(I),30:POKEF(I)+1,30:NEXTI
1130 IFPEEK(F(0)+22)=29THENG(0)=7724:D=D
+1
1140 IFPEEK(F(1)+22)=29THENG(1)=7724:D=D
+1
1150 IFPEEK(F(2)+22)=29THENG(2)=7724:D=D
+1
1160 IFPEEK(F(3)+22)=29THENG(3)=7724:D=D
+1
1170 GOTO140
1200 FORI=0TOZX:POKEF(I),30:POKEF(I)+1,3
0:NEXT
1210 POKE7954+CC,1:POKE7955+CC,1:POKE795
4,36:POKE7955,37
1220 POKE7976+CC,1:POKE7977+CC,1:POKE797
6,36:POKE7977,37
1230 POKES4,130:FORO=1TO40:NEXTO:POKES4,
0:GOTO5000
1500 N=0:U=M1+M2+MD:POKEM1+M2,30
1510 FORI=0TOZX:IFF(I)=UTHEN1530
1520 IFF(I)+1=UTHEN1530
1522 NEXT
1530 POKEF(I)+CC,1:POKEF(I)+1+CC,1:POKEF
(I),36:POKEF(I)+1,37
1540 POKES4,140:POKES2,150:FORM=1TO20:NE
XT:POKES4,0:POKES2,0
1550 POKEF(I),30:POKEF(I)+1,30
1560 IFU=F(0)ORU=F(0)+1THENG(0)=7724
1562 IFU=F(1)ORU=F(1)+1THENG(1)=7724
1564 IFU=F(2)ORU=F(2)+1THENG(2)=7724
1566 IFU=F(3)ORU=F(3)+1THENG(3)=7724
1570 IFZX=1THENSC=SC+10
1580 IFZX=2THENSC=SC+25
1590 IFZX=3THENSC=SC+50
1610 GD=GD+1:IFGD=10THENGD=0:GOTO1630
1615 U=0:GOTO140
1630 FORI=0TOZX:POKEF(I),30:POKEF(I)+1,3
0:NEXT
1650 ZX=ZX+1:IFZX>3THENZX=1
1660 GOTO135
5000 PRINT"[illegible]()./"
5010 IFSC>HITHENHI=SC:POKE828,INT(SC/256
):POKE829,SC-256*INT(SC/256)
5030 FORM=1TO3000:NEXT:CLR:POKE36867,PEE
K(36867)AND254:POKE36869,240:GOTO10
```

MISSION ACCOMPLISHED

MOTOR RACER

RUNS ON TI-99/4A IN 16K

BY MICHAEL HAWKINS

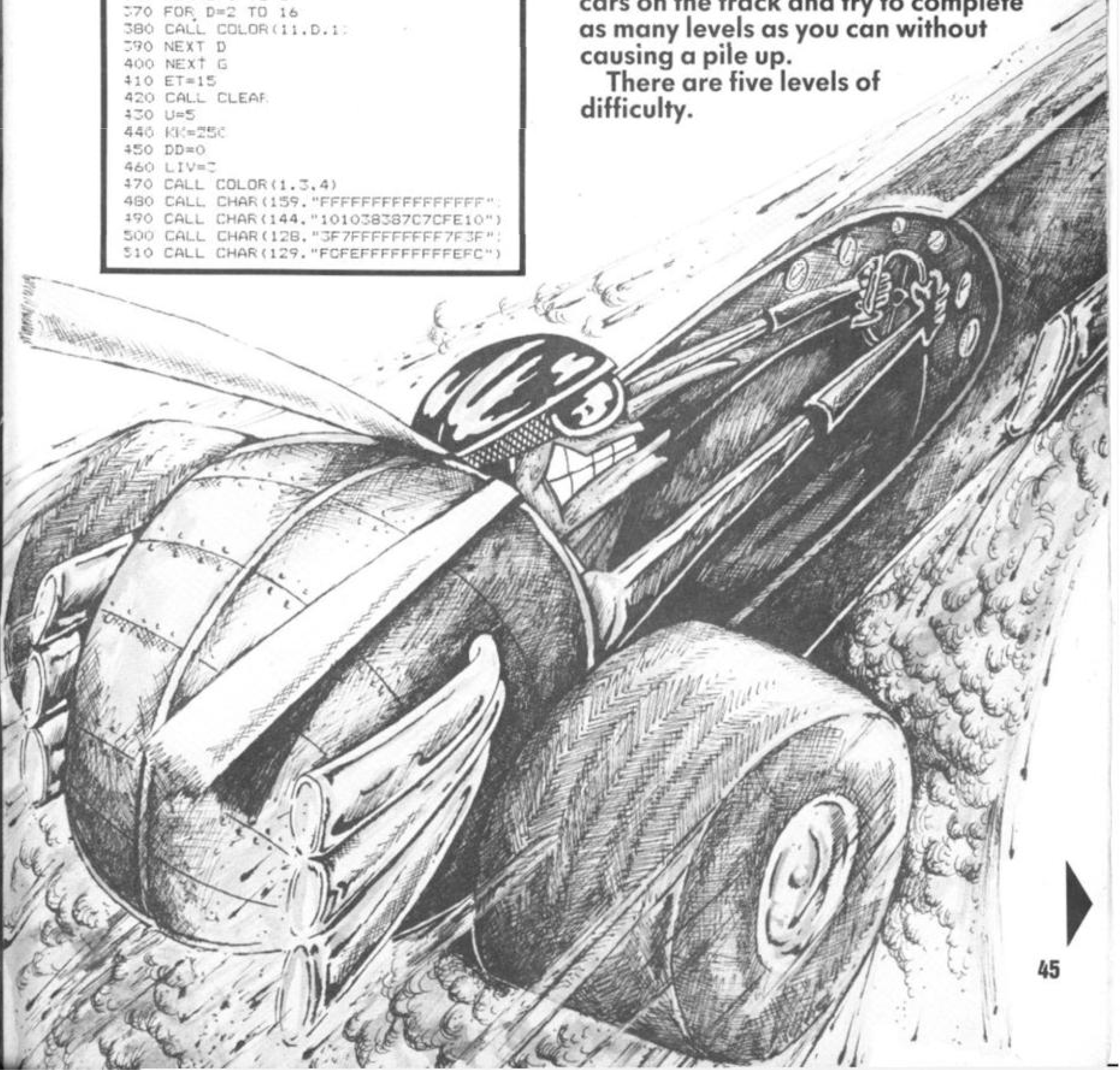
```
151 CALL CLEAR
160 CALL CHAR(35."3C4299A1A199423C")
170 CALL CHAR(112."FFFFFFFFFFFFFFFF")
180 CALL CHAR(113."FF7F3F1F0F070301")
190 CALL CHAR(114."80C0E0F0F8FCFEFF")
200 CALL CHAR(115."FFFEFCF8F0E0C080")
210 CALL CHAR(116."0103070F1F3F7FFF")
230 PRINT "     tor  tor  tor  ppr"
240 PRINT "     p p  p p  p p  p c"
250 PRINT "     pps  p p  ppp  p p"
260 PRINT "     ppr  p p  p p  p c"
270 PRINT "     pqp  qps  p p  pps"
280 PRINT ::
290 PRINT "     tor tor tor tor tor "
300 PRINT "     p p p p p   p   p c "
310 PRINT "     pps ppp p   pp  pps "
320 PRINT "     ppr p p p   p   ppr "
330 PRINT "     pqp p p qps qps pqp "
340 PRINT ::"        £  MARK PARRETT"::
350 PRINT :::::
360 FOR G=1 TO 8
370 FOR D=2 TO 16
380 CALL COLOR(11.D.1)
390 NEXT D
400 NEXT G
410 ET=15
420 CALL CLEAR
430 U=5
440 KK=250
450 DD=0
460 LIV=3
470 CALL COLOR(1.3.4)
480 CALL CHAR(159."FFFFFFFFFFFFFFFF")
490 CALL CHAR(144."101038387C7CFE10")
500 CALL CHAR(128."3F7FFFFFFFFF7F3F")
510 CALL CHAR(129."FCFEFFFFFFFFFEFC")
```

You may not be able to pass your driving test after 20 sessions with this Texas game, but it's worth typing it in just for the brilliant graphics.

The race is run over a twisting road through the heart of the countryside. The scenery of trees and farmhouses is scrolled up from the bottom of the screen towards your car.

Using the S and D keys, you have to steer your way through the oncoming cars on the track and try to complete as many levels as you can without causing a pile up.

There are five levels of difficulty.



MOTOR RACER

```
520 CALL CHAR(120."BDFFBD2424BDFF99")
530 CALL CHAR(121."8387834337376723")
540 CALL CHAR(136."027E3F7F7F3E1E03")
550 CALL CHAR(40."BDFFBD2424BDFF99")
560 CALL CHAR(41."4767672373176372")
570 REM  ********
580 CALL CHAR(112."24247E7EFFFF")
590 CALL CHAR(104."53163171631637")
600 CALL CHAR(96."FFBDBDFFFFFFFFFF")
610 X1=16
620 CALL COLOR(2.7.15)
630 CALL COLOR(10.11.7)
640 CALL COLOR(11.15.15)
650 CALL COLOR(12.5.15)
660 CALL COLOR(13.11.4)
670 CALL COLOR(14.2.15)
680 CALL COLOR(15.13.4)
690 CALL COLOR(16.15.16)
700 FOR D=3 TO 9
710 CALL COLOR(D.16.2)
720 NEXT D
730 CALL CLEAR
740 Y=16
750 X=16
760 FOR D=14 TO 18
770 CALL VCHAR(1.D.159,24)
780 NEXT D
790 CALL VCHAR(1.13.128.23)
800 CALL VCHAR(1.19.129.23)
810 CALL VCHAR(1.1.31.24)
820 CALL VCHAR(1.2.31.24)
830 CALL VCHAR(1.31.31.24)
840 CALL VCHAR(1.32.31.24)
850 RESTORE
860 READ T
870 READ R
880 IF T=0 THEN 920
890 CALL HCHAR(15.T,R)
900 GOTO 860
910 DATA 14.83.15.84.16.65.17.82.18.84.0.0
920 A=14
930 RANDOMIZE
940 IF INT(RND*2)+1=2 THEN 950 ELSE 980
950 A=A+1
960 IF A>22 THEN 1580
970 GOTO 1000
980 A=A-1
990 IF A<4 THEN 1600
1000 CALL HCHAR(24.A.159.U)
1010 CALL HCHAR(24.A-1.128)
1020 CALL HCHAR(24.A+U.129)
1030 PRINT
1040 Q=INT(RND*6)+1
1050 IF Q=3 THEN 1300 ELSE 1060
1060 IF Q=5 THEN 1260 ELSE 1070
1070 IF Q=2 THEN 1080 ELSE 1360
1080 IF INT(RND*2)+1=2 THEN 1090 ELSE 1360
1090 GG=A+INT(RND*U)
1100 CALL HCHAR(22.GG.136)
1110 GOTO 1360
1120 CALL COLOR(12.5.2)
1130 CALL HCHAR(Y.X.120)
1140 CALL HCHAR(Y-1.X1,159)
1150 CALL HCHAR(Y.X.136)
1160 CALL COLOR(12.5.ET)
1170 IF INT(RND*2)+1=2 THEN 1200
1180 X=X-2
1190 GOTO 1210
1200 X=X+2
1210 IF INT(RND*2)+1=2 THEN 1240
1220 Y=Y+1
1230 GOTO 1240
1240 CALL SOUND(-500.1000.9.-5.9)
1250 GOTO 1500
1260 EE=INT(RND*27)+3
```

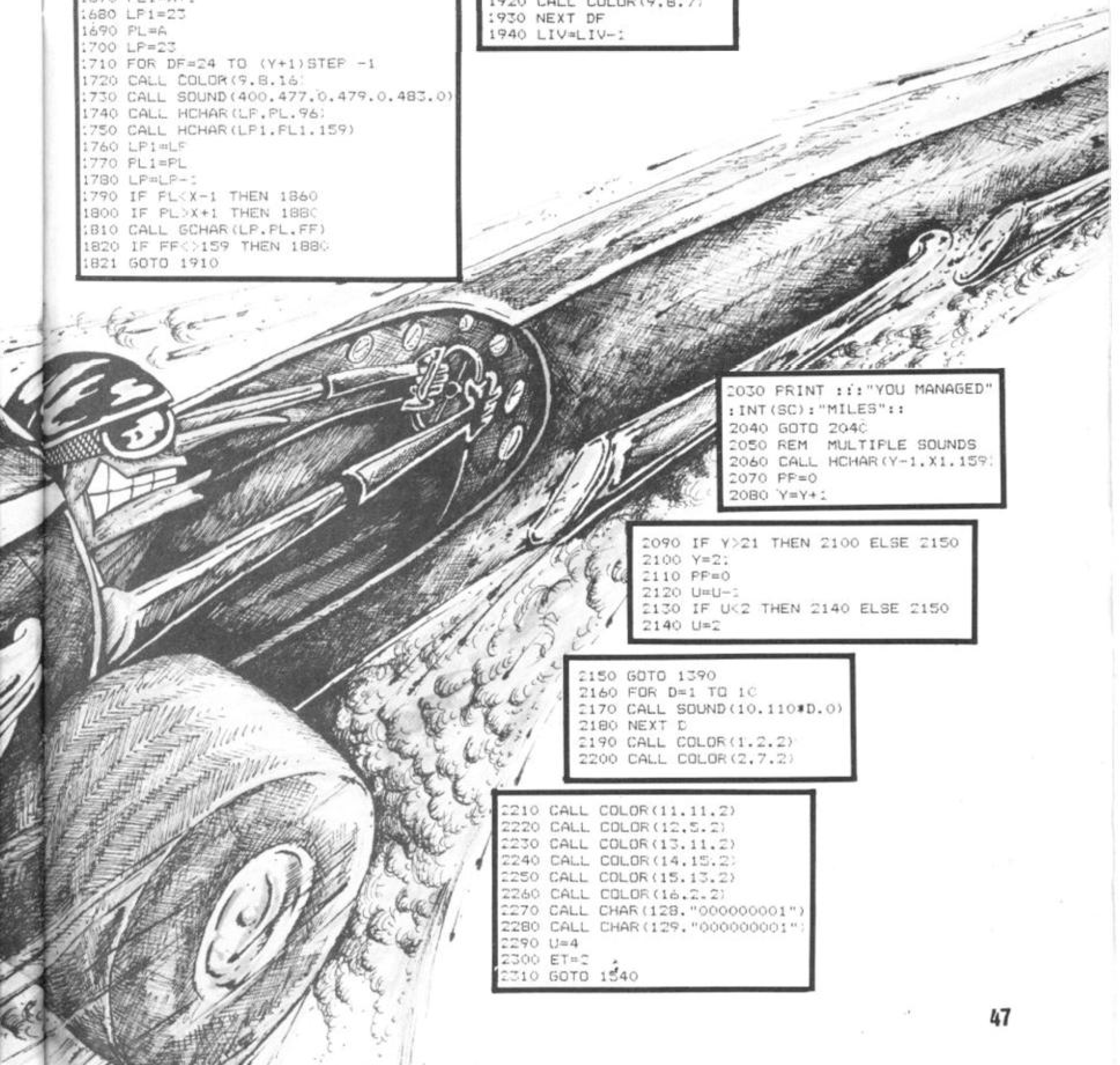
```
1270 IF (EE>A-1)*(EE<A+6)THEN 1260
1280 CALL HCHAR(23.EE.144)
1290 GOTO 1360
1300 T=INT(RND*3)
1310 CALL HCHAR(22.A+T.40)
1320 CALL HCHAR(23.A+T,112)
1330 RANDOMIZE
1340 S=INT(RND*500)+110
1350 CALL SOUND(-900.S.0.S+10.0.KK.30.-4.0)
1360 IF INT(RND*4)+1=2 THEN 1370 ELSE 1380
1370 REM  CAR NOISE**
1380 CALL SOUND(-1000.KK,30.KK.30.KK.30.-4.0)
1390 CALL JOYST(1.XX.YY)
1400 SC=SC+.1
1410 PP=PP+.1
1420 DD=DD+.1
1430 IF DD=1 THEN 1440 ELSE 1470
1440 KK=INT((RND*5)+5)*100
1450 DD=0
1460 CALL SOUND(-10.-6.0)
1470 IF PP>3.9 THEN 2050
1480 IF SC=10 THEN 2160
1490 X=X+XX/4
1500 CALL GCHAR(Y.X.C)
1510 IF C=112 THEN 1540
```

continued from page 45

```
1520 IF C=136 THEN 1120
1530 IF C<>159 THEN 1620
1540 CALL HCHAR(Y.X.120)
1550 CALL HCHAR(Y-1.X1.159)
1560 X1=X
1570 GOTO 930
1580 A=A-2
1590 GOTO 1000
1600 A=A+2
1610 GOTO 1000
1620 REM   CRASH
1630 CALL HCHAR(Y-1.X1.159)
1640 CALL HCHAR(Y.X.121)
1650 CALL SOUND(200.-6.0)
1660 CALL SOUND(-1000.-7.0)
1670 PL1=A+1
1680 LP1=23
1690 PL=A
1700 LP=23
1710 FOR DF=24 TO (Y+1)STEP -1
1720 CALL COLOR(9.8.16)
1730 CALL SOUND(400.477.0.479.0.483.0)
1740 CALL HCHAR(LP.PL.96)
1750 CALL HCHAR(LP1.PL1.159)
1760 LP1=LP
1770 PL1=PL
1780 LP=LP-1
1790 IF PL<X-1 THEN 1860
1800 IF PL>X+1 THEN 1880
1810 CALL GCHAR(LP.PL.FF)
1820 IF FF<>159 THEN 1880
1821 GOTO 1910
```

```
1830 CALL GCHAR(LP.PL.FF
1840 IF FF<>159 THEN 1860
1850 GOTO 1910
1860 PL=PL+1
1861 YT=YT+1
1862 IF YT>9 THEN 1900
1870 GOTO 1810
1880 PL=PL-1
1881 YT=YT+1
1882 IF YT>9 THEN 1900
1890 GOTO 1830
1900 YT=0
1902 PL=PL1
1910 CALL SOUND(400.444
.0.446.0.448.0)
1920 CALL COLOR(9.8.7)
1930 NEXT DF
1940 LIV=LIV-1
```

```
1950 IF LIV=0 THEN 2020
1960 CALL SCREEN(4)
1970 FOR D=1 TO 200
1980 NEXT D
1990 CALL CLEAR
2000 X1=16
2010 GOTO 750
2020 CALL SCREEN(5)
```



```
2030 PRINT :::"YOU MANAGED"
:INT(SC):"MILES"::
2040 GOTO 2040
2050 REM  MULTIPLE SOUNDS
2060 CALL HCHAR(Y-1.X1.159)
2070 PP=0
2080 Y=Y+1
```

```
2090 IF Y>21 THEN 2100 ELSE 2150
2100 Y=21
2110 PP=0
2120 U=U-1
2130 IF U<2 THEN 2140 ELSE 2150
2140 U=2
```

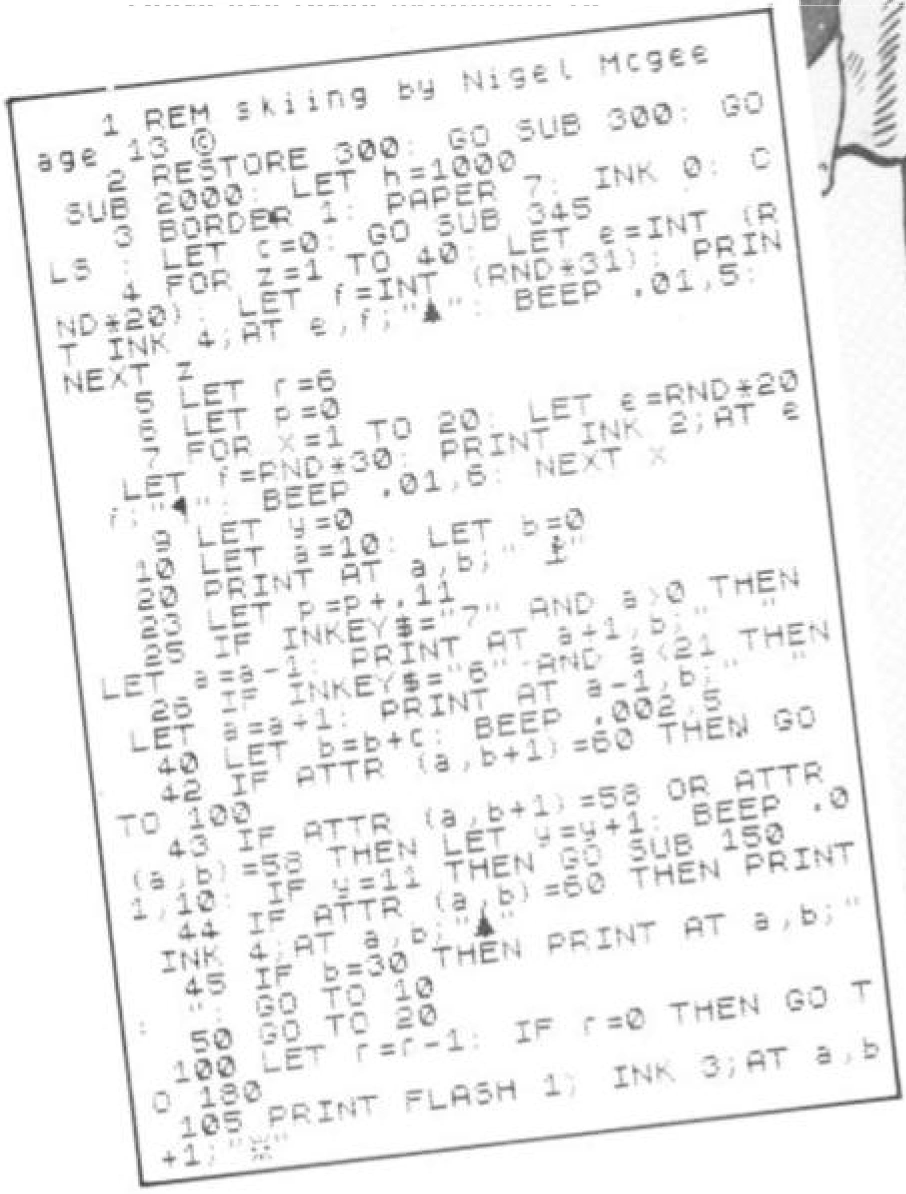
```
2150 GOTO 1390
2160 FOR D=1 TO 10
2170 CALL SOUND(10.110*D.0)
2180 NEXT D
2190 CALL COLOR(1.2.2)
2200 CALL COLOR(2.7.2)
```

```
2210 CALL COLOR(11.11.2)
2220 CALL COLOR(12.5.2)
2230 CALL COLOR(13.11.2)
2240 CALL COLOR(14.15.2)
2250 CALL COLOR(15.13.2)
2260 CALL COLOR(16.2.2)
2270 CALL CHAR(128."000000001")
2280 CALL CHAR(129."000000001")
2290 U=4
2300 ET=1
2310 GOTO 1540
```

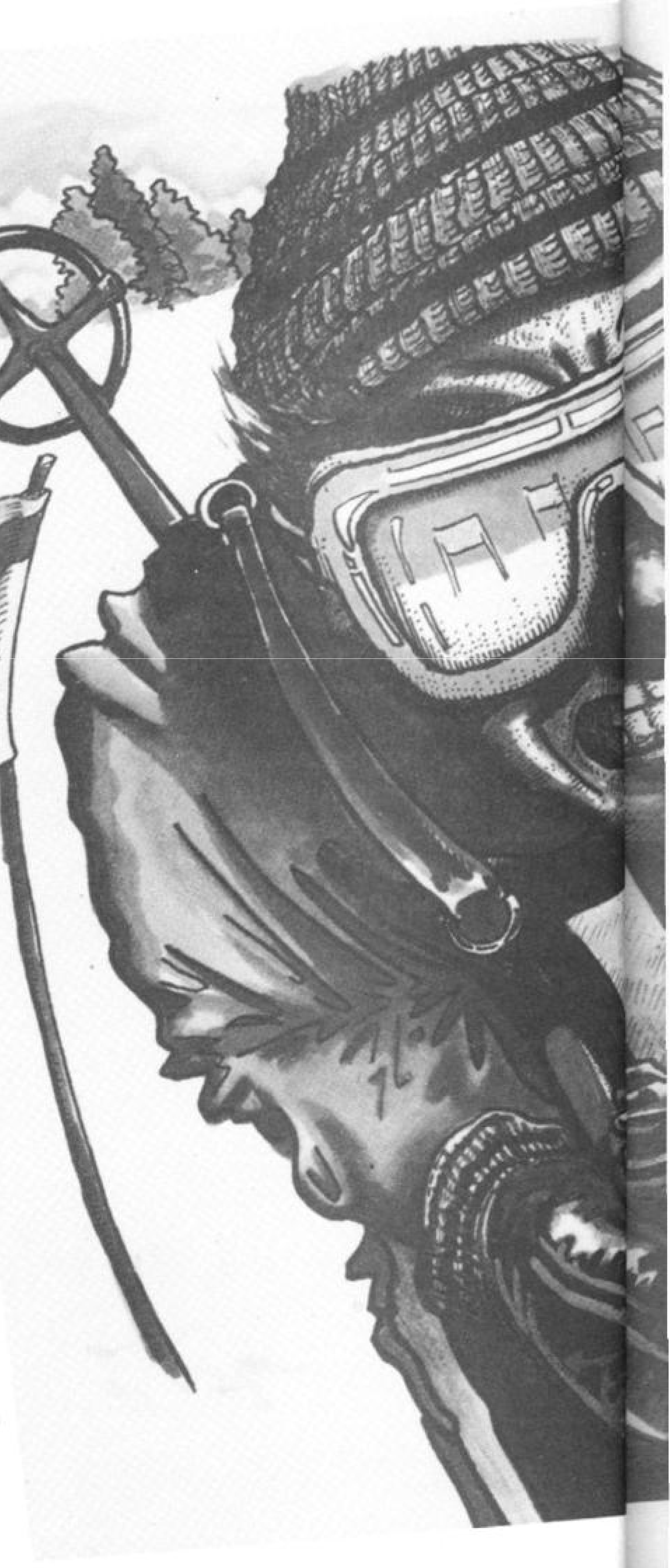
SKI-ING

Look, I know the sun is shining and you're sitting with an ice lolly in your hand reading this. But, before you know it, the snow will be falling and you'll be wishing that you had taken this opportunity to get in a bit of winter sports practice!

You control a skier on a slalom course. Your object is to hit the marker flags and avoid the trees. Your skier moves constantly left and right at a speed determined at the beginning of the game. So you use keys '7' (up) and '6' (down) to control him. At the end of each run, the computer will tell you just how fast you were going. There are three skill levels to try. Three is the fastest.

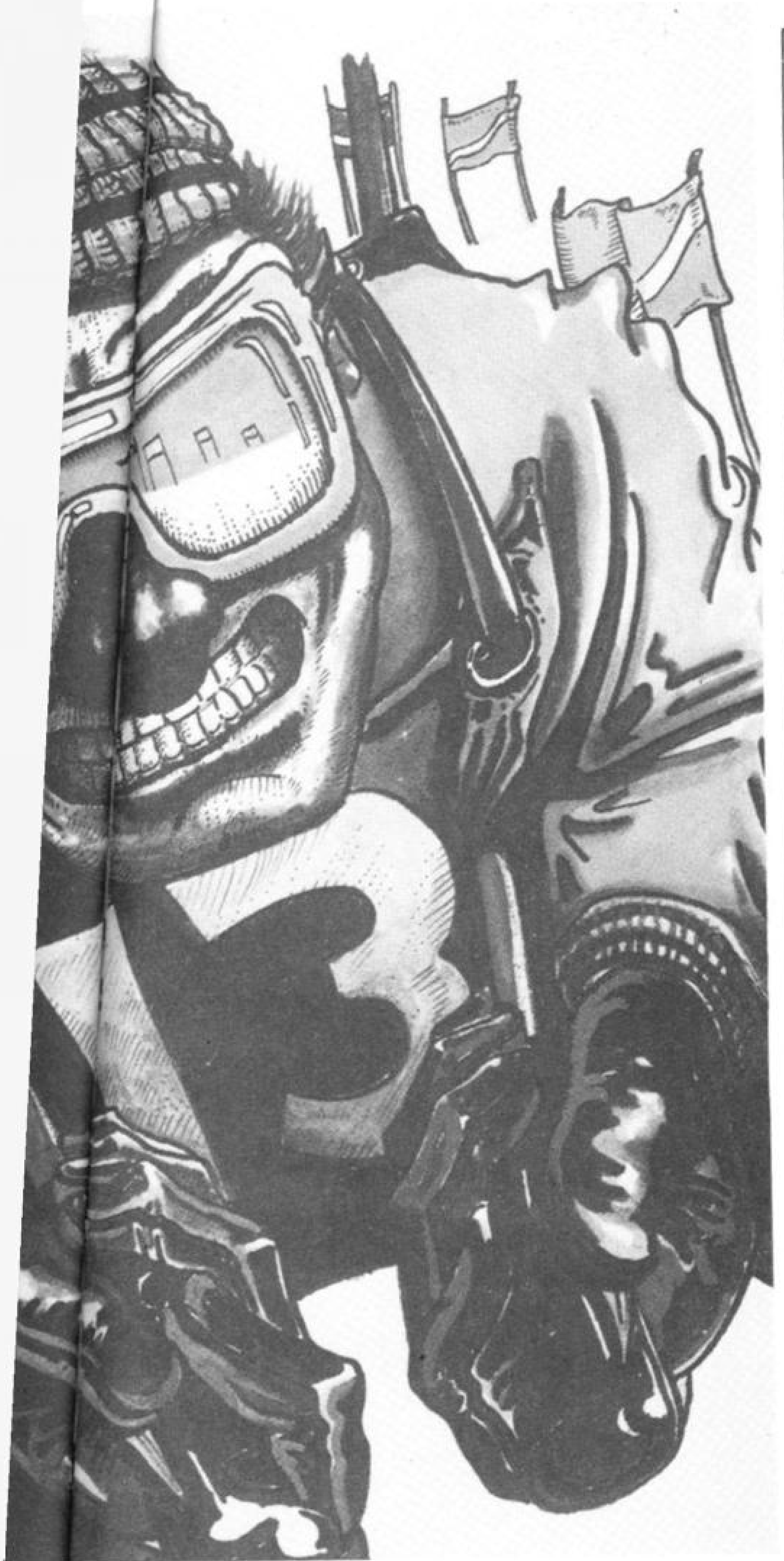


```
  1 REM skiing by Nigel Mcgee
age 13 ©
  2 RESTORE 300: GO SUB 300: GO
SUB 2000: LET h=1000
  3 BORDER 1: PAPER 7: INK 0: C
LS : LET c=0: GO SUB 345
  4 FOR z=1 TO 40: LET e=INT (R
ND*20): LET f=INT (RND*31): PRIN
T INK 4;AT e,f;"▲": BEEP .01,5:
NEXT z
  5 LET r=6
  6 LET p=0
  7 FOR x=1 TO 20: LET e=RND*20
LET f=RND*30: PRINT INK 2;AT e
f;"◄": BEEP .01,6: NEXT x
  9 LET y=0
 10 LET a=10: LET b=0
 20 PRINT AT a,b;"£"
 23 LET p=p+.11
 25 IF INKEY$="7" AND a>0 THEN
LET a=a-1: PRINT AT a+1,b;" "
 26 IF INKEY$="6" AND a<21 THEN
LET a=a+1: PRINT AT a-1,b;" "
 40 LET b=b+c: BEEP .002,5
 42 IF ATTR (a,b+1)=60 THEN GO
TO 100
 43 IF ATTR (a,b+1)=58 OR ATTR
(a,b)=58 THEN LET y=y+1: BEEP .0
1,10: IF y=11 THEN GO SUB 150
 44 IF ATTR (a,b)=60 THEN PRINT
INK 4;AT a,b;"▲"
 45 IF b=30 THEN PRINT AT a,b;"
": GO TO 10
 50 GO TO 20
100 LET r=r-1: IF r=0 THEN GO T
O 180
105 PRINT FLASH 1) INK 3;AT a,b
+1;"※"
```



RUNS ON A SPECTRUM IN 16K

BY NIGEL McGEE

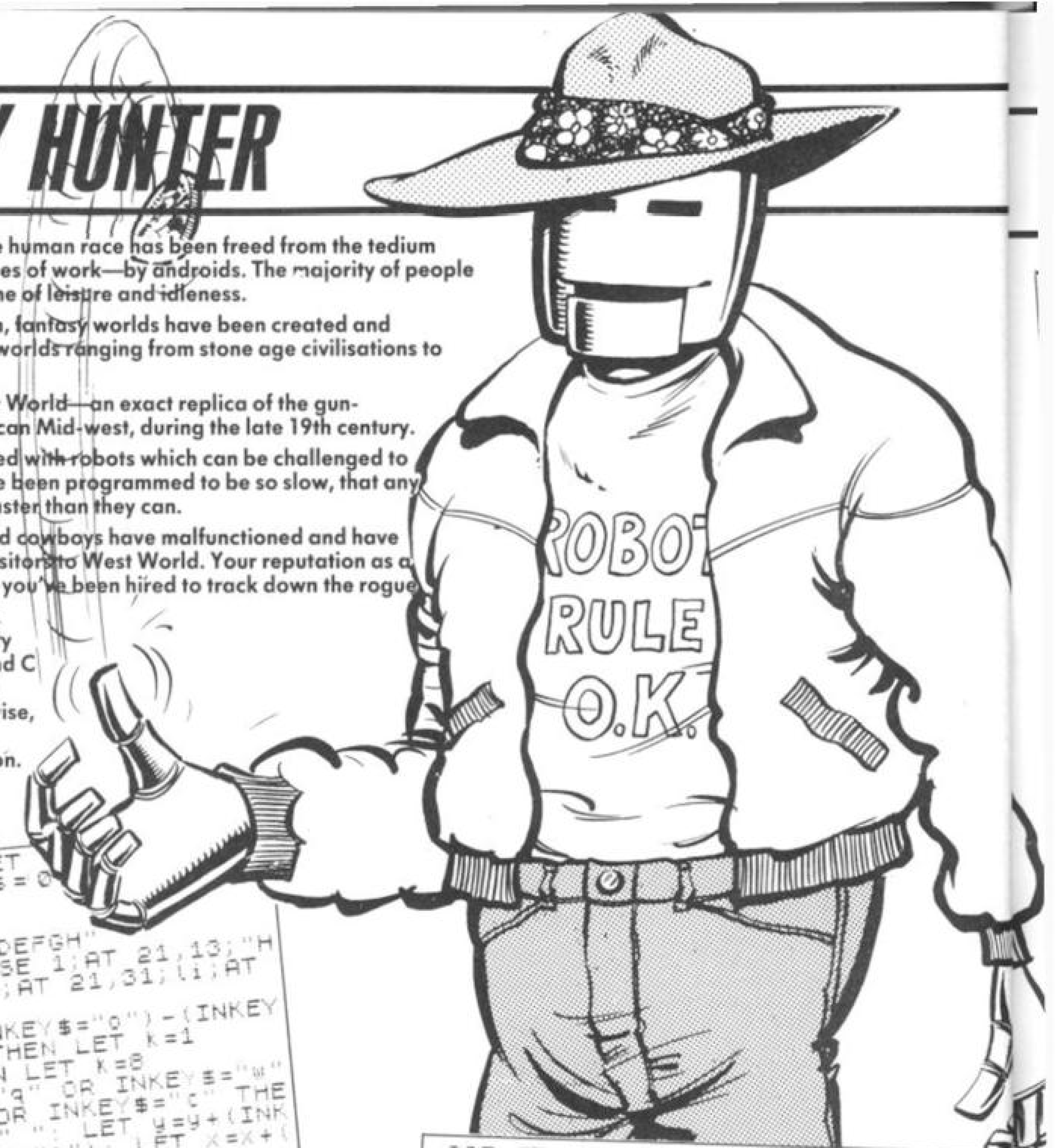


```
 110 FOR k=1 TO 5: BEEP .1,-10:
BEEP .1,-5: BEEP .1,-60: NEXT k:
 PRINT AT a,b;" ": GO TO 10
 150 CLS
 155 IF h>p THEN LET h=p
 160 PRINT FLASH 1; INK 2;AT 10,
3;"welldone it took you ";p;AT 1
2,13;"seconds"
 161 FOR n=1 TO 2: RESTORE
 162 FOR i=1 TO 8: READ g,l: BEE
P g,l
 163 NEXT i: NEXT n
 164 FOR k=.1 TO 0 STEP -.01: BE
EP k,28: NEXT k
 165 DATA .1,11,.1,11,.8,16,.05,
11,.05,16,.05,11,.05,16,1,20
 167 PRINT BRIGHT 1; FLASH 1; IN
K 3;AT 3,11;"BEST:";h
 170 INPUT "another go 'y' or 'n
'";a$: IF a$="y" THEN GO TO 3
 175 STOP
 180 PRINT FLASH 1; INK 1;AT 10,
5;"Ha! Ha! no lives left"
 182 PRINT BRIGHT 1;AT 12,11;"sc
ore=";y
 185 BEEP .6,0: BEEP .4,0: BEEP
.2,0: BEEP .6,0: BEEP .4,3: BEEP
 .2,2: BEEP .4,2: BEEP .2,0: BEE
P .4,0: BEEP .2,-1: BEEP .6,0
 200 INPUT "another go 'y' or 'n
";a$: IF a$="y" THEN GO TO 3
 210 STOP
 300 DATA 12,12,25,30,24,8,9,254
: FOR t=0 TO 7: READ x: POKE USR
 "a"+t,x: NEXT t
 310 DATA 16,16,56,56,124,124,25
4,16: FOR t=0 TO 7: READ x: POKE
 USR "b"+t,x: NEXT t
 320 DATA 0,73,42,0,99,0,42,73:
FOR t=0 TO 7: READ x: POKE USR "
c"+t,x: NEXT t
 330 DATA 12,60,124,60,12,4,4,4:
 FOR t=0 TO 7: READ x: POKE USR
"d"+t,x: NEXT t
 335 RETURN
 345 CLS
 350 INPUT "skill level (1-3)";a
 360 IF a=1 THEN LET c=.5
 365 IF a=2 THEN LET c=.75
 370 IF a=3 THEN LET c=1
 380 IF a<>1 AND a<>2 AND a<>3 T
HEN GO TO 350
 390 RETURN
2000 PAPER 0: INK 7: BORDER 0: C
LS : PRINT ';TAB 2; PAPER 2; INK
 7;"WELLCOME TO SPECTRUM SKIING!
"

2010 PRINT ';TAB 10;"INSTRUCTION
S"';TAB 10;"------------"
2020 PRINT '"YOU CONTROL THE SKI
ER (⛷) USING          KEYS (7 UP) (
6 DOWN.)"
2030 PRINT '" THE OBJECT IS TO H
IT THE FLAGS     (◀) AND AVOID THE
 TREES (▲.)"
2040 PRINT '"  WITH 5 LIVES YOU
HAVE ONLY TO GET 11 FLAGS (◀). W
HAT COULD BE             EASYER.
 "

2050 PRINT ';TAB 14;"SO"';';TAB
10;"GOOD LUCK!!"
2060 PRINT ';TAB 5;"PRESS ANY KE
Y TO BEGIN"
2070 PAUSE 4E4
2080 RETURN
```

BOUNTY HUNTER



It is the year 2234 and the human race has been freed from the tedium and drudgery of most types of work—by androids. The majority of people are free to spend a lifetime of leisure and idleness.

To combat their boredom, fantasy worlds have been created and populated with robots—worlds ranging from stone age civilisations to Roman Olympics.

The most popular is West World—an exact replica of the gun-slinging era of the American Mid-west, during the late 19th century.

Each of the towns are filled with robots which can be challenged to a shoot out. But they have been programmed to be so slow, that any human can draw a gun faster than they can.

However, two of the droid cowboys have malfunctioned and have begun to massacre the visitors to West World. Your reputation as a bounty hunter has meant you've been hired to track down the rogue droids and destroy them.

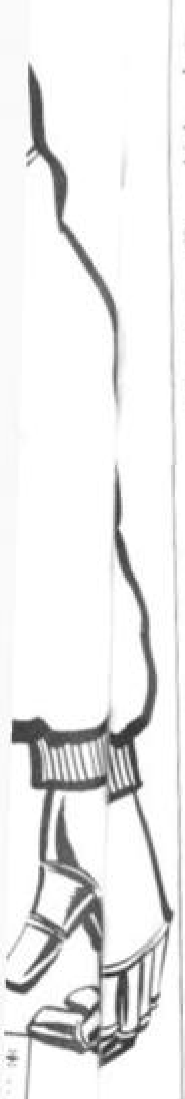
Q and W move the bounty hunter left and right, E and C move him up and down. I turns him 45° anti-clockwise, 0—clockwise 45° and M fires his Smith and Wesson.

```
  10 BORDER 5: LET
     sc=0: LET hs=0
  15 GO SUB 1080
  20 GO TO 690
  25 LET m$="ABCDEFGH"
  27 PRINT INVERSE 1;AT 21,13;"H
IGH";AT 21,19;hs;AT 21,31;li;AT
21,6;sc
  30 LET k=k+(INKEY$="o")-(INKEY
$="i"): IF k>8 THEN LET k=1
  50 IF k<1 THEN LET k=8
  70 IF INKEY$="q" OR INKEY$="w"
 OR INKEY$="e" OR INKEY$="c" THE
N PRINT AT y,x;" ": LET y=y+(INK
EY$="c")-(INKEY$="e"): LET x=x+(
INKEY$="w")-(INKEY$="q")
  72 IF x>31 THEN LET x=0
  74 IF x<0 THEN LET x=31
  76 IF y>20 THEN LET y=0
  78 IF y<0 THEN LET y=20
  80 PRINT AT y,x;m$(k)
  90 PRINT AT q,a;" "
 100 LET a=a+ax: IF a>31 THEN LE
T a=0
 110 LET q=q+qx: IF q>20 THEN LE
T q=0
 120 PRINT AT q,a;"G"
 130 IF RND>.9 THEN LET eg=-1
 140 PRINT AT p,l;" "
 150 LET l=l+lx: IF l>31 OR l<0
THEN LET l=l-lx-lx: LET lx=-lx
 160 LET p=p+lp: IF p<0 OR p>20
THEN LET p=p-lp-lp: LET lp=-lp
 170 PRINT AT p,l;"G"
 180 PRINT AT f,g;" "
 190 LET g=g+eg: IF g>31 OR g<0
THEN LET g=g-eg-eg: LET eg=-eg
 200 LET f=f+ef: IF f<0 OR f>20
THEN LET f=f-ef-ef: LET ef=-ef
 210 PRINT AT f,g;"G"
 220 IF INKEY$="m" THEN GO TO 38
0
 280 IF g=x THEN PLOT 8*g+5,(172
)-8*f: DRAW 0,8*(f-y): PLOT 8*g+
5,(172)-8*f: DRAW OVER 1;0,8*(f-
y): LET li=li-1: BEEP .3,-24: BE
EP .3,-27: PRINT INVERSE 1;AT 21
,31;li: IF li=0 THEN GO TO 980
```

```
 285 IF f=y AND x>g THEN PLOT 8*
g+5,(172)-8*f: DRAW (250)-8*g,0:
 PLOT 8*g+5,(172)-8*f: DRAW OVER
 1;(250)-8*g,0: LET li=li-1: BEE
P .3,-24: BEEP .3,-27: PRINT INV
ERSE 1;AT 21,31;li: IF li=0 THEN
 GO TO 980
 290 IF p=y AND x>l THEN PLOT 8*
l+5,172-8*p: DRAW 250-8*l,0: PLO
T 8*l+5,172-8*p: DRAW OVER 1;250
-8*l,0: LET li=li-1: BEEP .3,-24
: BEEP .3,-27: PRINT INVERSE 1;A
T 21,31;li: IF li=0 THEN GO TO 9
80
 300 IF l=x AND y<p THEN PLOT 8*
l+5,172-8*p: DRAW 0,8*p: PLOT 8*
l+5,172-8*p: DRAW OVER 1;0,8*p:
LET li=li-1: BEEP .3,-24: BEEP .
3,-27: PRINT INVERSE 1;AT 21,31;
li: IF li=0 THEN GO TO 980
 340 PRINT AT 4,7;"MI";AT 5,7;"L
J";AT 6,7;"K";AT 6,24;"MI";AT 7,
24;"LJ";AT 8,24;"K"
 360 GO TO 30
 380 LET yl=8*x
 390 LET xl=(175)-8*y
 460 LET t=(248)-8*x
 470 LET m=8*y
 480 LET z=8*x
 490 LET r=162-8*y
 500 IF k=2 AND m<=z THEN PLOT y
l,xl-1: DRAW -m,m: PLOT yl,xl-1:
 DRAW OVER 1;-m,m
 510 IF k=2 AND z<m THEN PLOT yl
,xl-1: DRAW -z,z: PLOT yl,xl-1:
```

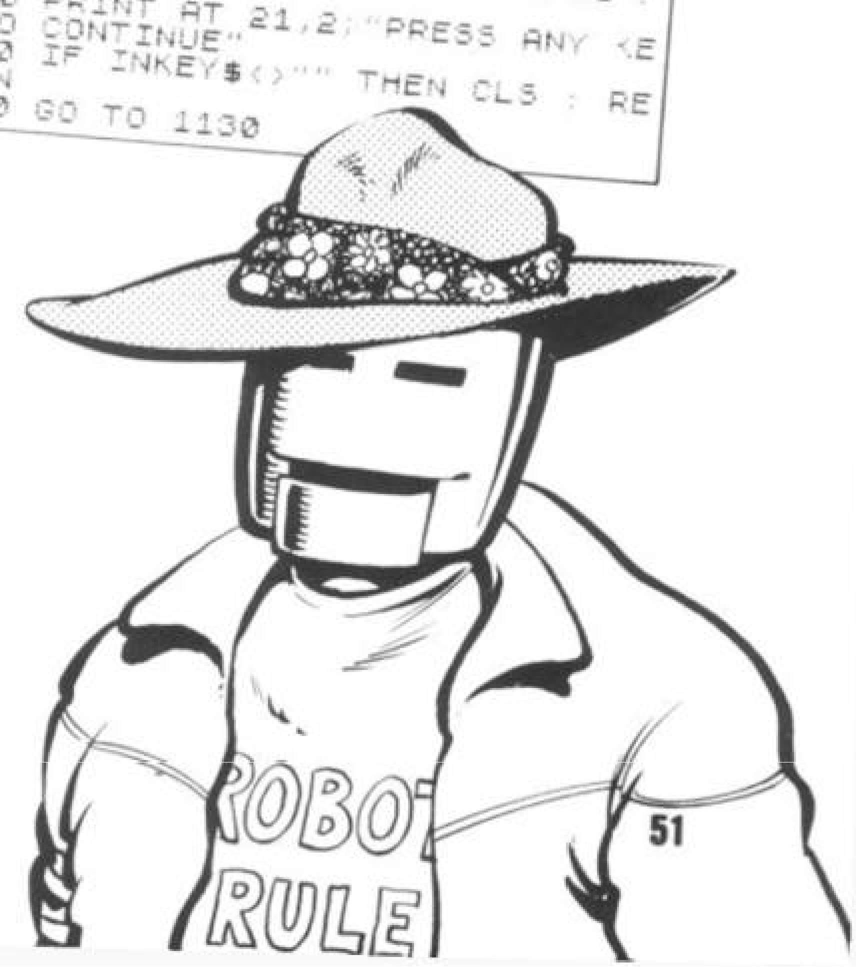
RUNS ON A ZX SPECTRUM IN 16K

BY DOMINIC WALSH



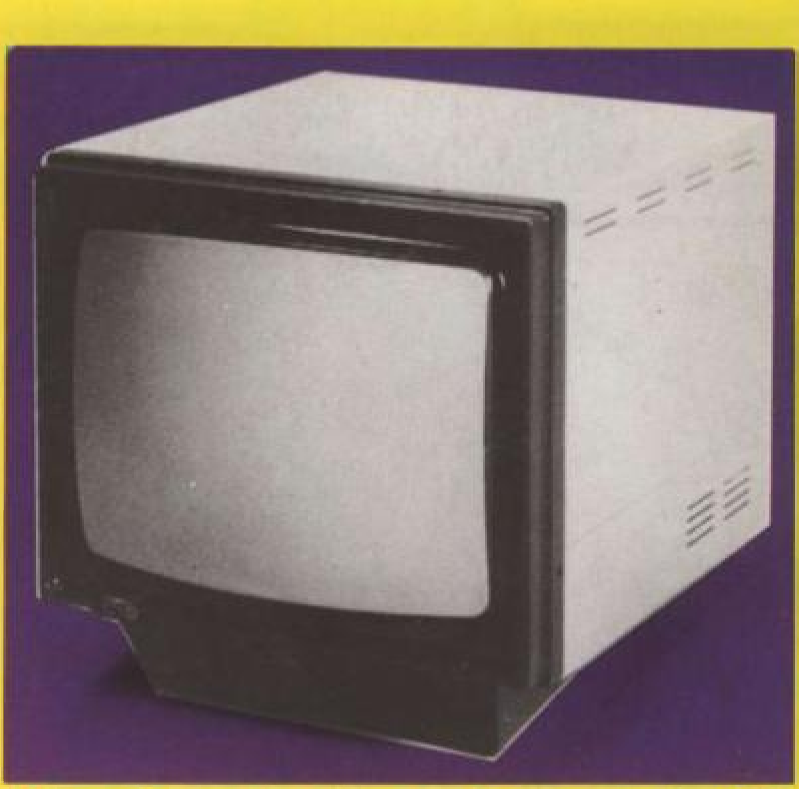
```
DRAW OVER 1;-z,z
 520 IF k=3 THEN PLOT yl+2,xl: D
RAW 0,m: PLOT yl+2,xl: DRAW OVER
 1;0,m
 530 IF k=4 AND m<=t THEN PLOT y
l+7,xl-1: DRAW m,m: PLOT yl+7,xl
-1: DRAW OVER 1;m,m
 540 IF k=4 AND t<m THEN PLOT yl
+7,xl-1: DRAW t,t: PLOT yl+7,xl-
1: DRAW OVER 1;t,t
 550 IF k=5 THEN PLOT yl+6,xl-3:
 DRAW t,0: PLOT yl+6,xl-3: DRAW
OVER 1;t,0
 560 IF k=6 AND t<=r THEN PLOT y
l+6,xl-4: DRAW t,-t: PLOT yl+6,x
l-4: DRAW OVER 1;t,-t
 570 IF k=6 AND r<t THEN PLOT yl
+6,xl-4: DRAW r,-r: PLOT yl+6,xl
-4: DRAW OVER 1;r,-r
 580 IF k=7 THEN PLOT yl+5,xl-5:
 DRAW 0,-r: PLOT yl+5,xl-5: DRAW
 OVER 1;0,-r
 590 IF k=8 AND z<=r THEN PLOT y
l,xl-5: DRAW -z,-z: PLOT yl,xl-5
: DRAW OVER 1;-z,-z
 600 IF k=8 AND r<z THEN PLOT yl
,xl-5: DRAW -r,-r: PLOT yl,xl-5:
 DRAW OVER 1;-r,-r
 610 IF k=1 THEN PLOT yl,xl-3: D
RAW -z,0: PLOT yl,xl-3: DRAW OVE
R 1;-z,0
 615 BEEP .01,-8
 620 IF ATTR (p,l)<>57 THEN LET
sc=sc+10: BEEP .01,25: PRINT AT
p,l;"▣";AT p,l;" ": PRINT INVERS
E 1;AT 21,6;sc: LET p=0: LET l=I
NT (RND*30): GO TO 30
 630 IF ATTR (f,g)<>57 THEN LET
sc=sc+10: BEEP .01,25: PRINT AT
f,g;"▣";AT f,g;" ": PRINT INVERS
E 1;AT 21,6;sc: LET f=INT (RND*2
0): LET g=0: GO TO 30
 640 IF ATTR (q,a)<>60 THEN BEEP
 .3,0: LET li=li-1: PRINT INVERS
E 1;AT 21,31;li: IF li<0 THEN GO
 TO 980
 680 GO TO 30
 690 RESTORE 750: FOR m=1 TO 14
 700 READ p$
 710 FOR n=0 TO 7
 720 READ a: POKE USR p$+n,a
 730 NEXT n
 740 NEXT m
 750 DATA "a",28,62,28,254,30,28
,20,20
 760 DATA "b",28,190,92,62,30,28
,20,20
 770 DATA "c",60,62,60,62,30,28,
20,20
 780 DATA "d",56,125,58,124,120,
56,40,40
 790 DATA "e",56,124,56,127,120,
56,40,40
 800 DATA "f",56,124,56,124,122,
57,40,40
 810 DATA "g",56,124,56,124,124,
60,40,40
 820 DATA "h",28,62,28,62,94,156
,20,20
 830 DATA "i",0,0,0,16,48,48,48,
48
 840 DATA "j",48,240,240,0,0,0,0
,0
 850 DATA "k",7,7,7,7,7,7,7,7
 860 DATA "l",103,103,127,127,7,
7,7,7
 870 DATA "m",2,7,7,7,7,7,103,10
3
```

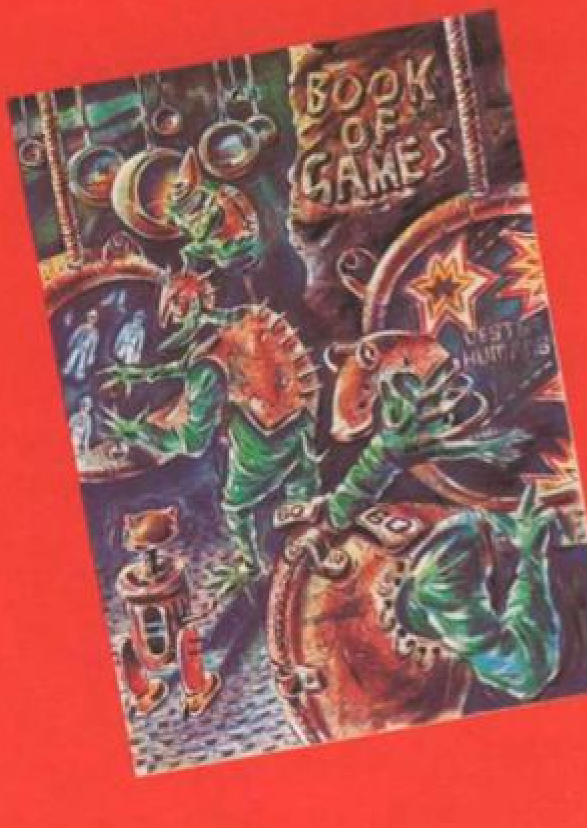
```
 880 DATA "n",0,8,8,62,8,8,8,8
 890 LET x=10: LET y=10: LET k=1
 900 LET l=16: LET p=14: LET lx=
1: LET lp=1
 910 LET g=5: LET f=3: LET eg=1:
LET ef=1
 920 LET li=6
 930 LET q=10: LET a=15: LET qx=
1: LET ax=1
 940 PRINT INVERSE 1;AT 21,0;"
                                "
 950 PRINT INVERSE 1;AT 21,0;"SC
ORE="
 960 PRINT INVERSE 1;AT 21,25;"L
IVES"
 970 GO TO 25
 980 BEEP .3,0: BEEP .2,0: BEEP
.1,0: BEEP .3,0: BEEP .2,3: BEEP
 .1,2: BEEP .2,2: BEEP .1,0: BEE
P .2,0: BEEP .1,-1: BEEP .3,0
 985 PRINT AT y,x;"N"
 990 PRINT AT 10,7;"SO LONG STRA
NGER";AT 11,10;"SCORE";AT 11,17;
sc
1010 IF sc>hs THEN LET hs=sc: PR
INT FLASH 1;AT 12,8;"NEW HIGH SC
ORE": PRINT INVERSE 1;AT 21,19;h
s
1020 LET sc=0
1040 PRINT AT 18,8;"ANOTHER GAME
?(y/n)"
1050 IF INKEY$="y" THEN CLS : BO
RDER 5: BEEP .2,0: BEEP .1,3: BE
EP .1,3: BEEP .1,5: BEEP .1,3: B
EEP .1,3: PAUSE 30: GO TO 890
1060 IF INKEY$="n" THEN STOP
1070 GO TO 1050
1080 PRINT AT 0,9;"BOUNTY HUNTER
";AT 1,10;"By D. Walsh ©";AT 4,5
;"PRESS Q-LEFT       E-UP";AT 5,11;
"W-RIGHT   C-DOWN"
1090 PRINT AT 9,8;"PRESS I TO TU
RN";AT 10,9;"ANTICLOCKWISE";AT 1
1,11;"45 DEGREES"
1100 PRINT AT 14,8;"PRESS O TO T
URN";AT 15,11;"CLOCKWISE";AT 16,
10;"45 DEGREES"
1110 PRINT AT 19,8;"PRESS M TO F
IRE"
1120 PRINT AT 21,2;"PRESS ANY KE
Y TO CONTINUE"
1130 IF INKEY$<>"" THEN CLS : RE
TURN
1140 GO TO 1130
```



WIN!

A SUPER MICROVITEC CUB COLOUR MONITOR





What do you do when you've just reached the final screen of Manic Miner *and your Mum comes along demanding to use the TV to watch something really unimportant like* Dallas *or* Coronation Street? *You have to give in don't you—otherwise you won't be allowed near the TV again for weeks!*

Here at C&VG we know all about these problems. And that's why we've come up with this great competition. We've got TWO very special Microvitec Cub colour monitors which work with all of the top selling computers.

You'll never have to compete for TV time again with one of these wondrous devices. You can tell how good they are by the fact that Microvitec has been chosen to supply monitors to every primary and secondary school in the country as part of the government's Micros in Schools scheme. You may have already used one, in fact. We've got one in the C&VG office and swear by it for our screen shots.

So, what do you have to do to collect one of these terrific prizes? Just write us an amusing caption to the cover illustration of this book of games. Just what are the two aliens saying to each other—and what is that little robot thinking? The more original you make your punchline, the more chance you have of being one of our two winners.

So get your scriptwriter's hat on and dream up a funny line or three. Fill in the coupon—we can't accept any entries which don't come on one—and send it to Caption Contest, Computer & Video Games, *Durrant House, 8 Herbal Hill, London, EC1R 5EJ.*

Normal C&VG contest rules apply and the editor's decision is, as always, final. No correspondence will be entered into.

We all need a good laugh here at C&VG since the Bug Hunter lost his joke book—so make those captions really funny!

C&VG **BOOK OF GAMES CAPTION COMPETITION**

My caption is ....

....

....

....

Name ....

Address ....

....